

The Modeler's Resource

"Catering to the vehicular and figure kit builder"

Issue #9

October '95

\$4.50 USA/\$6.30 Canada

Models of:

**THE
MUNSTERS**

TV's Wonderful, Weird, Wild & Wacky Family

Star Trek Kits:

The Legacy Continues...



WARRIORS
SCALE MODELS INC.

A B C D - Making the Grade - D C B A

Ultimately, when we put a grade on a kit we review in these pages, we try to look at everything from a beginner's point of view and then judge each kit from that perspective. We realize that many of you have been building resin and vinyl kits for awhile, yet there are experienced modelers new to the resin/vinyl end of this hobby arriving regularly and beyond this we have a certain percentage of young people who read this magazine who might not have this craft down to a science yet either. Because of this, we've basically boiled our grading system down to three areas: **Ease of Assembly**, **Sculpting/Pose** (or **Realism/Detail** for vehicular kits) and **Box Art**. The problem for some possibly came in when we graded a kit in the **Ease of Assembly** category for instance with a "C" or "D". At first glance, this might seem like we're commenting on the quality of the kit itself, but we're not. If a kit requires more time and energy to put together, we can't very well give it an "A" rating because that would imply that it's **easy** to put together. At the same time, just because a kit **is** involved and intricate requiring more time to build, it doesn't mean that it's a terrible kit. It simply means that it's not easy to put together and that's all.

There are a number of things we can do at this point: we can leave everything alone and continue using letter grades for each area; we can change our system and use words instead of letter grades (e.g. "Difficult", "Easy",); or we can totally avoid any grading. What would you like to see? *Keep the same system we've been using, change it to possibly words, don't grade at all or what?* Please jot us a note and mail it in or fax it to us with your idea and let us know what you think (**NOTE: New FAX number is 209/322-9053**).

We really want the information to get out there in an understandable way. Help us out with your opinion as to the best way of achieving this. We'll all be a lot better off. Please keep in mind that when we put a grade on a kit, it all boils down to OUR opinion. Yours may be slightly different. We're not the final arbiter on deciding whether or not a kit is easy or difficult and if the sculpting/pose is excellent or poor - you are. We know that you folks are intelligent enough to know that any and all grades that we present in these pages are simply there as guides and that's all. But if we can make it easier for you to understand us, then we want to do that. Thanks.

CONTEST***CONTEST***CONTEST***CONTEST***CONTEST***CONTEST

Just a reminder. Our current contest is underway and we've gotten a small number of entries. You won't want to miss this! All you have to do is customize an out-of-the-box kit in some way, either by adding parts, taking them away, combining parts from another kit, adding a base or not - whatever you'd like to do to create something especially unique, either of the vehicular genre or figure.

Again, we have some great prizes that have been donated: From **Horizon** is Dr. Jones from the Indiana Jones and the Last Crusade epic, **Testors** has given us another UFO, **Revell-Monogram** has provided a number of vehicular kits and the folks at **Q-Box** have kindly donated one of **GEOmetric's** Gowron kits. Why would you want to take the chance of missing these **FOUR** great prizes?! You're probably building something right now anyway, so take a picture of it and send it in. Our panel of judges will decide who gets what and we'd like to be able to announce the winners in our January issue. Thanks ahead of time to our participants as well as those companies that have generously provided prizes. Don't be a girly-man! Keep those snapshots coming folks. Deadline is November 1st. Thanks.

Some Set-Up!!

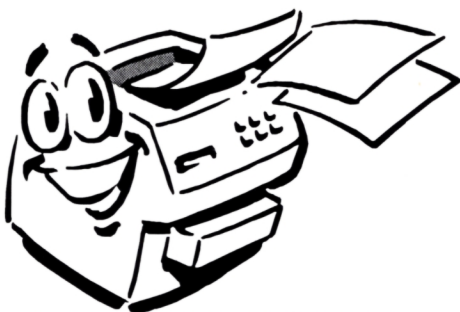
Does your model-related business or club publish a regular newsletter, update catalog, brochure or flyer? Are you finding that it's one of those things that usually gets done last because either you don't have the time, the inclination or both to create something that will give your product or club the professional attention it deserves?

We can help. We can professionally typeset your one page flyers, one-to-two page newsletters or brochures all the way to many-paged flyers, catalogs or newsletters. We can even set-up your business card, letterhead or envelope. We'll take your information (along with any pictures you provide), and create something that you will be proud to share with your customers or club members and we will return your product to you camera-ready. If you like, we can also have our staff artist create a logo for your business, club or product too!

If this sounds like something that might be of interest to you, simply drop us a note requesting our rate sheet which also includes a description of the services we can provide (**enclose SASE**). Check us out and find out for yourself how affordable, professional and reliable we are! Thanks.

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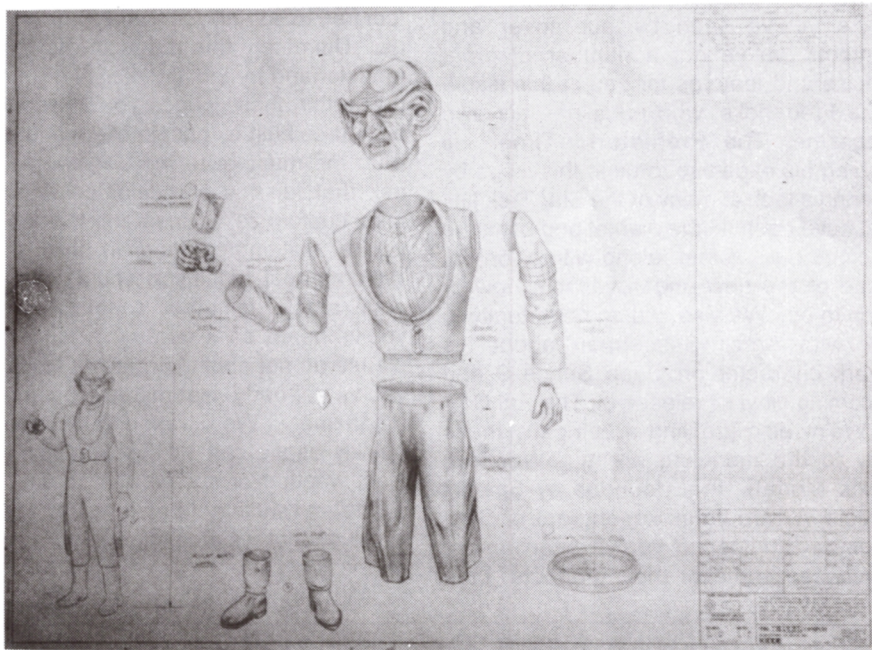
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The best time to reach us by phone is after 4:00 weekdays or just about anytime on the weekends. Please leave a message and we'll try to get back with you ASAP, but we'd appreciate a call back from you during these times if possible, which allows us to keep our costs down. We'd appreciate your help here. Thank you.

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The popularity of Star Trek-related T.V. programs and movies is at an all-time high as they continue to fly to the outer edges of our universe. Model companies like GEOMETRIC, Revell-Monogram and AMT/Ertl are producing many of the kits that we're buying. Not only are we able to enjoy many vehicular space ship models, but also figure kits based on some of our favorite interstellar characters.

We spoke with Armin Shimerman, whose Quark vinyl figure kit by AMT/Ertl is available now. Find out what he thinks about having a kit created in his character's image. Article begins on page 21.

(Cover photo of AMT/Ertl's new Quark, the vinyl figure kit by Terry Calahan; Cover model built/painted by Tommy Ellis of Tom & Jerry Studios. Photo above by Terry Calahan. Blueprint courtesy of The Ertl Co.)



From the Editor...

Busy, busy, busy! Hey Model Builders, we told you we wouldn't keep you waiting long - we're back with the full-color cover October issue of **The Modeler's Resource** for your model reading enjoyment. Our previous issue was a smash hit and we're very appreciative of your comments, some of which we published in **LETTERS**.

As you've seen by our cover and contents, we've got a number of great articles and features for you in this issue. Mike Fredericks, who publishes his own magazine, **The Prehistoric Times**, is lending his expertise to us in this issue by offering a look at many of the Star Trek kits that have been on the market and continue to pique our interest, along with a look at some of the new ones available now or soon to be. We also had an opportunity to talk with Armin Shimerman about his Quark character on Deep Space 9 and upcoming vinyl kit release by The Ertl Co.

We're also profiling a company that's new to the modeling arena - **Warriors Scale Models, Inc.**, founded by Special Effects Wizard John Rosengrant of Stan Winston Studios. If you've seen and/or purchased some of their products, then

you can attest to the quality inherent in their kits.

Since this is our October "Halloween" issue of sorts, we decided it would be fun to take a look at one of TV's most memorable and lovable families ~ **The Munsters**. There have been a number of models created based on this show down through the years and we'll be sharing some of them with you. We'd like to thank ahead of time, David Fisher, Alan Friedman, Kevin Burns of Foxstar Productions and Mr. Karl Silvera for their input and picture contributions. This article wouldn't have happened without their help.

Tom "Beyond the Bare Bones" Gilliland is back and we think you'll enjoy not only what he brings to the fore in his regular column, but what he's presenting to you in another column - **MEN IN UNIFORM**. He built and painted Warriors Scale Models' new 1:9 scale Italian SS Officer and even customized a base for the kit.

If you build military-related figure kits (anything from Zulu Warriors to Vikings to Desert Storm military men/women) please feel free to submit your articles or ideas to us. Ultimately this magazine is **for** the modeler and **by** the modeler. This means that within these pages you'll see kits of all genres built by people of varying skills, from the masters to the beginners. We ask that for this particular column, you also customize a base for the kit that you're building/painting in the article. We'd appreciate it if you would not submit your article to other magazines until you've heard back from us. Conversely, please do not submit an article to us that you've already submitted to another magazine. We'll respond to you as quickly as we can so that you'll know at least whether or not we plan to use your article and we'll try to give you an idea of when so that we won't keep you hanging on the line.

Along these lines, we mentioned in our

last issue that we are not in the position of offering you any type of monetary remuneration for your articles. However, what we **can** and **will** do is offer to pay for your costs in film and developing (*no more than one roll per article*) and we will reimburse you for the postage it costs you to send the article and pictures to us - **provided** you send us receipts with this information clearly indicated on it for our accounting records. This offer, of course, goes into effect only if we opt to publish your article and have provided you with a **written** letter notifying you of this. If we have not agreed to publish your article, then we are under no obligation for any type of reimbursement to you. Thanks

Pat Delaney, a relatively new sculptor to the modeling industry is also spotlighted in this issue. Though new to sculpting, he's been a busy man, doing work for Monsters in Motion, working with Tom Gilliland and Kit Kraft, Inc. on a joint venture as well as others. We've even commissioned him to do some work for us as well. As you'll see, his work is excellent and even though we've highlighted a number of his kits in prior issues of **The Modeler's Resource**, we're now providing more of an in-depth look at the man and his work.

Finally, you'll want to be sure to check out two new columns, **THEY CAME FROM ACROSS THE POND...** featuring a look at the U.K. kit market hosted by Mr. Andrew "Mad Dog" Hall of the United Kingdom, publisher of **DRONE Film & T.V. Model Newsletter**. **OFF THE SPRUE**, another column, highlights the origins of some old, but newly re-released kits, with Tom Daniel himself kicking things off as our guest columnist.

There are other articles here and we hope you benefit from each one. Thanks for supporting us and until January, don't glue your fingers together!

-Fred

Besides our regular stores and distributors, **The Modeler's Resource** welcomes the following new stores as retail distributors of the quarterly magazine that caters to vehicular and figure kit builders:

-Distribution Center-
The Modeler's Resource
(We Ship Anywhere - Prompt, Fast Service!)



California

Big Boys Toys - Fresno

Florida

Artifacts and Objects - Pensacola

Indiana

The Hobby Shop - South Bend

Kansas

Newton Hobby Center - Walton

New York

Empire Comics I - Rochester

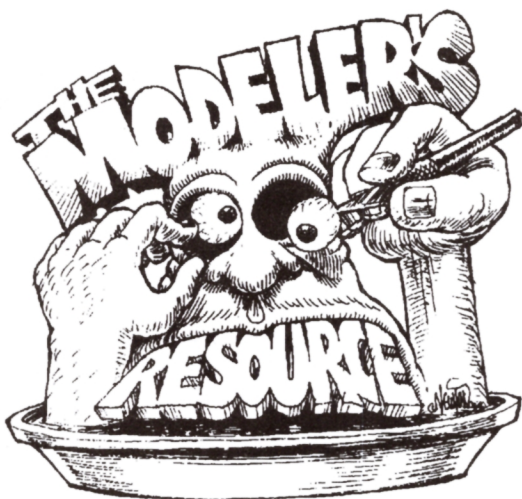
Empire Comics II - Rochester

Nebraska

Hobbytown, USA - Lincoln

Nevada

Hobbytown, USA - Las Vegas
(Both Locations)



LETTERS

Greetings from "The Craftbeast" Fred,

Just thought I'd drop you a line, if anything else other than to say "hi" and "thank you" to Tom Gilliland for giving me credit in your ever-growing-with-greatness magazine.

If it were not for my horrendous work schedule at my "real job" and the after work and weekend times I spend to do my model-building thing, I would have contributed more to your magazine a long time ago.

I do 98% of my model work exclusively for Taylor White at *Creature Features*. I believe you witnessed the horror already a couple of months ago. That's when I first met you.

It is not uncommon for me to drop off a finished kit and walk out of there with 4 or 5 more to do.

At any given time, I have anywhere from 20 to 35 kits at home waiting for me to give them life.

At last count, I have built and painted about 175 kits for Taylor in the last 11 months. I have a stockpile of over a hundred kits of my own that I don't know when I'll ever get to.

Sounds like I'm complaining, but I'm not. I get great satisfaction in knowing that there are those who really like my work and want to add one or several of my beasties to their own collection.

I guess that my biggest fan is the lovable Bob Burns, who constantly embarrasses me with his kind words of praise.

Anyway, keep up the marvelous work that you do in your mag and I'll get back to those beasties that constantly beckon me from their Styrofoam packed tombs, wanting me to release them.

Sincerely,
Bill (The Craftbeast) Craft
Sunland, CA

PS - Also enclosed is my check for subscription renewal.

Hi Bill,

Thanks for writing. I enjoyed meeting you awhile back and one of the reasons I enjoy going to Creature Features, Golden Apple and Kit Kraft is to see some of the tremendous build-ups that you and other kit builders do.

Thanks for your kind words about The Modeler's Resource. Glad you like it enough to want to renew. To us, that's one of the best barometers of how we're doing when folks renew. By the way, send us some pics of your work some time and we'll share them with our readers.

~Editor

Dear Fred,

A big "thanks" and an even bigger congratulations on the latest issue of **The Modeler's Resource**. It has certainly taken shape as a classy publication. All of us at Sideshow appreciate your coverage of The Mad Model Party. And we're always pleased when we hear that the show was a success for the dealers and publishers who help to make the event such an exciting gathering. As both fans and supporters of your work, we look forward to having The Modeler's Resource with us again next year and we wish you continued success and prosperity.

Sincerely,
Dan Platt
President - Sideshow, Inc.
Westlake Village, CA

Dear Dan,

Thanks for writing. Glad you enjoyed the coverage of the Mad Model Party in our July issue. We thoroughly enjoyed being there and it's on our calendar for next year, where it's certain to be bigger and better. We appreciate your comments regarding our magazine and we look for it to grow bigger and better as well. We'll see you before you know it at one of the biggest Parties of 1996!

~Editor

Dear Sirs,

I just received my first issue of your magazine... and thought I'd write. I found out about **The Modeler's Resource** from an insert that was included with my copy of Video Workbench's *How To Build Science Fiction Model Kits* video. Along with the insert was a brief review with some kind words about your publication. It sounded exciting, so I decided to give it a chance. So far, it looks like money well spent.

What prompted me to write though was your reaction to the results of a recent survey from your readers. I hate that I missed it, but decided to throw in my two cents worth anyway. I'm 27 and have been building model kits since about the age of seven. With twenty years of time and hard labor invested, I take this hobby seriously. Although I began by building automobiles and military aircraft, I now build science fiction-related kits exclusively. Over the years, I've found myself wishing an American publisher would take on the task of providing a well-written and produced magazine devoted to science fiction and fantasy model building. I was pleasantly surprised to see that your magazine does just that. My only complaint is the lack of color photos, but as a young magazine that's only eight issues into publication, I completely understand.

In Fred's list of upcoming new columns, I noticed some mainstream additions (such as a column devoted to armor). I would like to discourage you from doing this and to encourage you to stick to science fiction, fantasy and horror. My emotional and less rational side wants to say, "since the mainstream has ignored us, we should ignore the mainstream." But that's not fair. Even I must admit to learning some very valuable tips and techniques from articles devoted to armor, automobiles, aircraft, etc. Then again, however, that's precisely the point. My intellectual side wants to point out that there is a plethora of magazines out there that are completely devoted to mainstream subjects. It's enough to make me feel like the next time I see another blanked-blank article on how to build another blanked-blank tank, that my head's going to explode!

(I know, I know. There goes my emotional side again.) My main point here is that it's so easy to find publications devoted to mainstream kits and subjects that you should leave these topics up to those other guys. What I'm looking for is something different and fresh. Something that is very serious about science fiction and fantasy and, more importantly, is willing to give it the respect it deserves.

But no matter what happens, you've made it abundantly clear that you're all devoted model builders, and not a bunch of guys simply trying to make a profit, and that is far more important than the topics of your articles. I look forward to the next issue and wish you all the best in your endeavors.

Sincerely,
Derric Treece
Newhall, CA

Dear Derric,

Thanks for your well-thought out letter. We're very glad that you find our magazine interesting, informative and one that you feel meets your needs as a model builder. That's gratifying because we're getting more and more letters expressing these same sentiments.

Let me clarify one thing for everyone: the ARMOR-ALL column is simply a working title and may never come to fruition. We're constantly considering new additions to our line-up, but whether or not they become actual columns is quite another thing. So far, our SCI-FI ZONE has been well-received and we plan on keeping it. This issue's new MEN IN UNIFORM, introduced by Tom Gilliland (and THEY CAME FROM ACROSS THE POND, by Andrew Hall and OFF THE SPRUE), will also hopefully be as well-received because any type of warrior figure kit falls into this column's category (Zulu tribesmen, Desert Storm vets, Civil War, WWI or II, the French Revolution, Vikings, etc., etc., etc.), so we're hoping to attract a lot of articles/writers for this feature. It's the "off-the-beaten-path" kind of military column.

Even if we did begin a column that dealt with Armor, it would be, at best, a semi-regular thing and lean more toward the eclectic side of Armor (if there is one). But don't worry, we have no plans to turn The Modeler's Resource into a military-type magazine (not that there's anything wrong with military!). As you point out, Derric, there are a number of mags out there that cover that subject quite well and we'd prefer to leave it to those folks. We do want to highlight all types of models though because this has been our desire from our inception, so you may see something along the Armor line from time-to-time, but we promise that it won't overwhelm you or become the mainstay.

Regarding color pictures: this will no doubt happen in time, but we're banking on the fact that folks will read and enjoy our magazine for its content and style for now (as has been the overwhelming response received thus far).

Rest assured that we are constantly thinking of new ways to create a better modeling forum and ultimately become more of a true resource for modelers everywhere. Much of this comes from the feedback that folks like yourself make, Derric. Thanks for your comments and suggestions. Please keep them coming everyone.

~Editor

Hey Guys -

Picked up back issues 5, 6, 7 - Fantastic! Here's my subscription check. Thanks much. Looking forward to Issue 8.

Best regards,
Marc McLearen
Rumson, NJ

Dear Marc,

So you were one of the lucky ones who found a copy of back issue #6 somewhere? Good job. Glad you're enjoying the magazine. Keep us posted.

~Editor

Dear Modeler's Resource,

I'd like to thank all who were concerned in the judgment of my winning second place in your last contest, The Modeler's Resource #8.

So that's the one that was chosen, eh? (Only a Canadian would end a sentence with the word "eh.") I'd also like to thank not only Horizon, but Dark Horse and Testors for providing their models. I've always had the drive to build my creations but having a forum to show them in and prizes to win makes it all that much sweeter. Thanks.

I'd also like to talk about Andrew Wheat's comments made in the last issue. I agree that military modelers do have a great deal to respect. I mean, take a look at the detail at that genre of modeling. It deserves respect.

On the other hand, I personally find it somewhat boring. I just don't find tanks and planes interesting, like some do, but I do find the details and methods used to accomplish what was done quite interesting.

It was surprising that not more than a week before **The Modeler's Resource's** last issue came out, a life-long friend and model builder showed me a used, beat-up book called How to Build Dioramas, by Shepard Paine. It impressed me so much that I ordered one for myself. It wasn't the type of models that impressed me, but the methods utilized and explained in detail on how the realistic effects were achieved that impressed me.

I immediately realized how I could raise the stature of my modeling by implementing those methods shown in this book. With time, patience and practice, I cannot see why modelers like ourselves cannot achieve (I believe some already have), the same kind of respect that military modelers have attained by incorporating their kinds of skills into our genre.

Joe Renaud
Ontario, Canada

Dear Joe,

Thanks for your thoughts on Andrew's comments. By the way, we highlighted Shepard Paine's book in our Issue #5 (November/December 1994), when we were still a bimonthly newsletter. It's a great resource published by: Kalmbach Publishing Co., PO Box 1612, Waukesha, WI 53187. Contact them for more information.

We would agree with you that modelers within the figure/sci-fi kit genre are slowly gaining the respect that they deserve. What we would like to see happen is for all modelers, everywhere to respect all other modelers, regardless of the genre. It'll happen.

~Editor



BASHING SCI-FI WEAPONRY

by Jim Bertges

I must confess, I am a plastic pack rat. This is thanks in no small part to Andrew Yanchus and a series of articles he wrote in the short-lived Fantasy Modeling Magazine nearly ten years ago. Mr. Yanchus showed how many common household articles could be used to great effect in science fiction modeling. Since then, I have looked at my trash in quite a different way. Plastic bottle caps and bottles with interesting shapes are carefully considered before they hit the recycling. Typewriter ribbon cartridges, audio cassettes, mechanical pencils and ball point pens are disassembled for their internal parts when they have worn out. Even broken toys are set aside with the thought of 'Maybe I can use that for something', spinning through my mind. In the supermarket, I see fleets of gleaming green spaceships where other people see bottles of mouthwash. I've collected more interesting-looking chunks of plastic than I'll be able to use in a lifetime and I keep on gathering. I can't help it, I've got modeling in my blood. Now I hope to pass on a bit of that same odd vision to you, so read on at your own risk!

I went to my spare parts bin, to the drawer marked "Interesting Bits" and issued myself a challenge. My task would be to select a handful of parts and create several science fiction-type weapons from them. I chose carefully, looking for particularly unusual and interesting parts that I've been wanting to work with, but hadn't had the opportunity, yet. Photo #1 shows the results of my search. Not only are the parts widely varied in their shape and points of origin, they are composed of several

different materials as well. It's for occasions just like this that super glues were invented.

The trick was to reshape and reconfigure the parts to make something fairly realistic-looking while disguising their strange origins. For the most part, I took it easy on myself, selecting narrow, cylindrical pieces that already resembled weaponry in some way. In one case, I picked a toy robot's gun and added detail pieces to it. So, parts like the slide from a Whistle Pop, a motorcycle strut and the tube from a toner

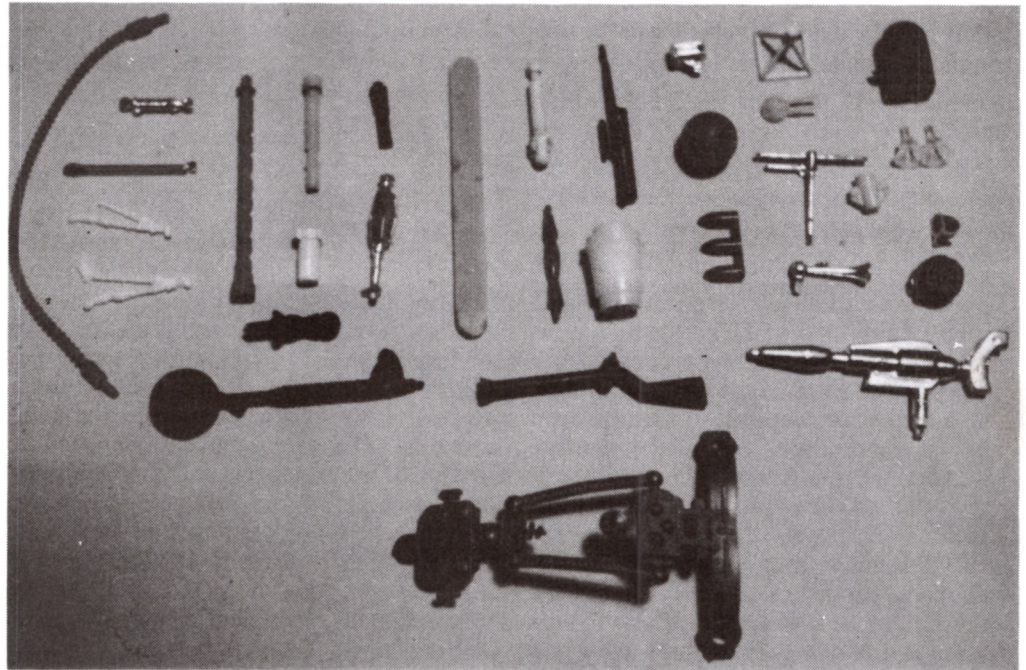


Photo #1

cartridge became barrels. Small scale landing gear turned into handles and the windshield wiper from a Lamborghini was cut-up and detailed two different guns. Even the small bits I cut off certain pieces were re-used as details on the weapons. If you look carefully at the unpainted assemblies (Photo #2), you can probably figure out where most of the parts came from.

The paint job was kept simple as well. I used an overall coat of gloss black to blend all the various parts together and make them appear as a complete unit. With a bit of drybrushing with metallic silver and a few dots of color here and there to simulate laser sights and LEDs the painting was complete (Photo #3). Of course, black and silver were easy choices. If you are creating with alien weapons, other colors might make interesting choices - metallic blues and greens, hot rod colors, transparent lacquers over silver or gold bases - there are really no rules since this stuff will come from *your* imagination!

The final step for your weaponry would be to put it to use as part of a larger display or

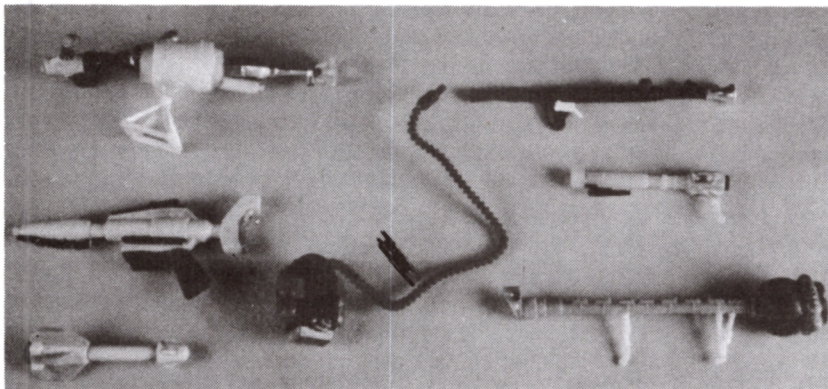


Photo #2

diorama (Photo #4). Place it in the hands of your science fiction characters or use masking tape or lead foil to model straps and make it part of their gear. The weapons created for this article are generally in 1:35 to 1:25 scale for use in dioramas, but larger scale weapons can be created just as easily using pen barrels, brass or plastic tubing or anything you can find that looks like it could work. The larger the scale, the more detail you can add. You are only limited by your own imagination and whatever you find in the trash!

Now, just to give the readers of The Modeler's Resource a jump on outfitting their own science fiction armies, the weapons created for this article are up for grabs. Six winners will be chosen by random drawing from entries that correctly answer this question: **In the George Pal version of *War of the Worlds*, what was the delivery vehicle used to drop the Atomic Bomb on the Martians?** (Hint: It wasn't a '57 Chevy with "Domino's Pizza" painted on the side.) The deadline for entries is one month after the cover date of this issue of **The Modeler's Resource**. Send your entries to: *Jim Bertges, 1332 Currant Ave., Simi Valley, CA 93605*. Winners will be announced next issue. Good luck.

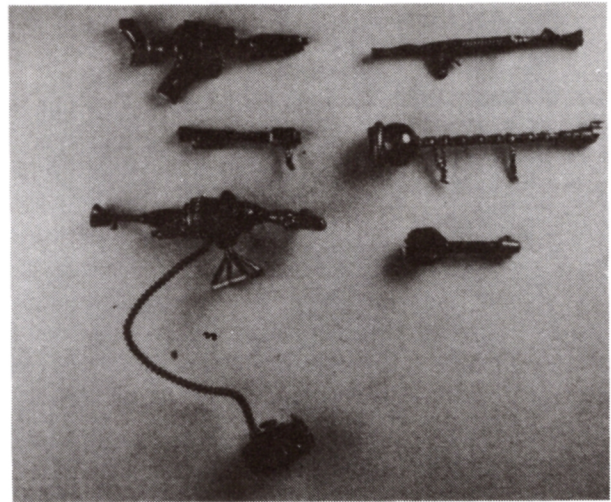
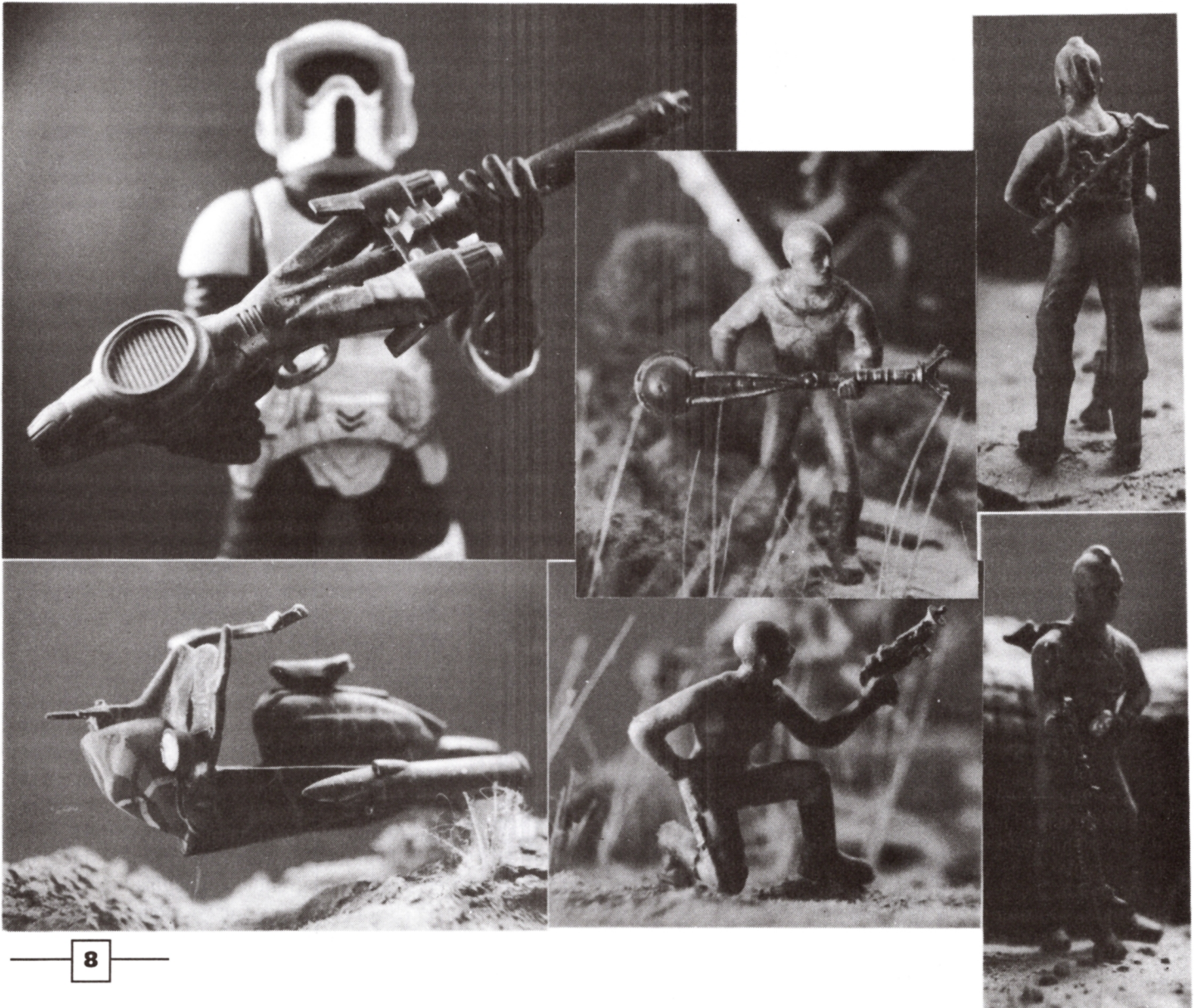


Photo #3

Photo #4 - Grouping (below)





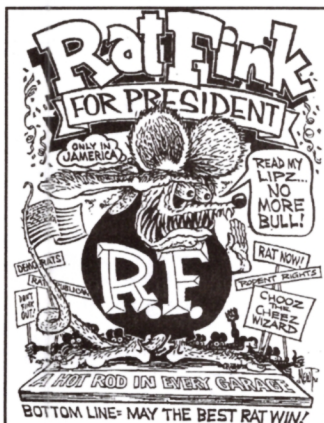
IMPERIAL CHINESE WARRIOR

Based upon the soldiers of the
 "Terra-Cotta Army", 217 B.C.
 Armor and costume accurately detailed,
 6 inch tall resin figure kit

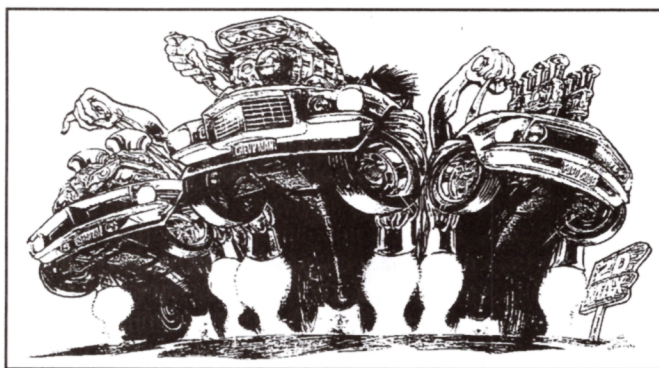
Send Check or Money Order for
 \$35.00 plus \$3.00 S/H,
 Payable to:

Andrew D. Wheat
c/o Colossus Modelworks
1020 W. Huron St., #6
Ann Arbor, MI 48103
313/996-1621

~Please allow 4 to 5 weeks for delivery~



Left: 11" X 17"



Above: 11" X 17"



Right: 11" X 14"

Black & White MONSTER PRINTS by old-time Ed "Big Daddy" Roth Artist Ed "Newt" Newton:

LEFT: Great screaming skullcrackers! It's the Great Society, "Big Daddy" style. The Ratpublicans had their chance. The Demorats are supposed to be the hot ticket, but it looks like they're missing shifts in every round. So whaddu we do? Why, vote for Rat Fink in '96, of course! Get a jump on the crowd that always picks a fresh fool for head cheese. Join the "Ratical Party" by ordering your "**Rat Fink for President**" prints now!

MIDDLE: You don't have to be a street freak to appreciate "**Monster Musclecar Madness**", but it helps. These warped wheelstanders represent the big three in classic Detroit iron. It's a tribute to the days that represented the peak of the horsepower race, when a musclecar was a no compromising, pedal-to-the-metal, big-inch beast of burnin' (meatz), and took no prisoners at the spotlight grand prix. Caption says: "Cancel my political correctness subscription, I'm shakin' some ground!"

RIGHT: For monsterabilia buffs only! Those familiar with Ed "Big Daddy" Roth should get a boot out of this limited edition print called "**Rad Dad**."

To order these individually signed and numbered prints by artist Ed Newton, simply remit M/O or check to the following:

Cost for prints: \$15.00 each plus \$4.00 s/h (\$5.00 s/h for more than one print per order)

Ed Newton Art & Design
2269 Sedgebrook Court
Dublin, OH 43017

AMT/Ertl's "Bird of Prey"

BUILT, PAINTED & REVIEWED BY STEVE BAKER

A.D. 2287, Pioneer 10 Space Probe, drifting in interstellar space, is destroyed by a Klingon Bird of Prey under the command of Captain Klaa. The history of the Klingons is well documented in the new AMT/Ertl kit Klingon Bird of Prey. This kit is nicely molded with little flash.

To begin with, read the instructions thoroughly. Information contained can be useful to all ability levels.

Step One: Weapons assembly

As with all parts, check for fit. Once the Wing Pylons are assembled, there will be a gap between the two parts. This is intentional. Some advanced modelers may choose to fill it. On my kit, one of the laser cannons was bent. I'm sure this was a fluke. This was easily corrected. Be sure to dry fit all parts and clean any "flash" (excess plastic trim for those new to model building) before assembly.

Step Two: Radiator Assembly

There are two different modes of assembly in this step, cruise mode or attack mode. This will result in extra pieces. I chose the first mode. Here, you may have a little difficulty attaching the front pieces of the assembly, they don't have as much perimeter support as the back pieces. I found it helpful to index the parts onto the wings while the cement sets. This will help to line them up properly. Do not glue to the wing at this point.

Step Three: Wing Assembly

Be careful when removing the wings from the sprue or extra work will result. Care must be taken in this step. Pay special attention to the trailing edges, making sure the serrations line up. I had to cut off one of the index pins at the trailing tip of one wing to line it up properly. My next assembly was the inner cooler structure. All sub-assemblies should be filled and sanded before being mated to the other parts. The sub-assemblies can now be joined with the wings. The radiator assembly has delicate pins that may break if caution is not observed. Be sure to check the angles on the weapons pods before cementing. They need to match. The only addition I felt was appropriate was to fill the area that

will eventually be a gap between the wing and the fuselage.

Step Four: Hull Assembly

The hull assembly must be put together in the correct order. This step went quite well.

At this point, I decided to paint the three major assemblies. Be sure the model is free of dust and fingerprints. The base coat was painted with an airbrush. The panels were painted with a #3 flat red sable brush. Small details were painted with a #0000 round red sable. These were ideal. Be patient with the painting process because it can be tedious. The results are worth the effort. The painting diagrams are excellent. The windows were drawn on with a black fine point rolling ball pen and the thin slits on the forward bulkhead were drawn on with a similar red pen.

Step Five: Final Assembly

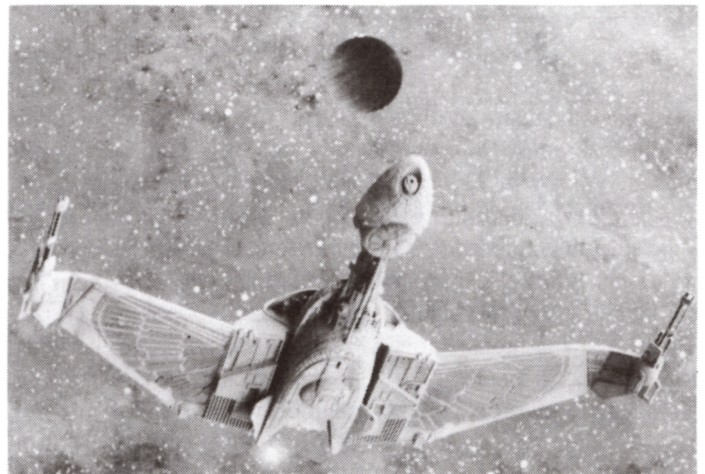
The assembly of the wings to the fuselage was a simple process. Before cementing these parts, be sure to clean the paint from the areas to be joined.

Finally, I chose to give my Bird of Prey a weathered look using artist's charcoal, which helps bring out more of the detail. To "dust" your model, rub the stick onto a piece of sandpaper. Use a dry paintbrush and rub the bristles into the ground-up charcoal. Then give the model a "dusting" until you reach the desired effect.

NOTE: The kit that I constructed was missing the clear Photon Torpedo Emitter and the Warp Drive Housing. These were constructed from various scraps.

AMT/Ertl's Klingon Bird of Prey is a well-detailed kit. Construction is straightforward. The documentation is clear and concise. The detail is excellent, especially on the wings. I would recommend this model to those with 5 or more models worth of experience. The painting process requires intermediate to advanced knowledge.

The Gradebook	
Ease of Assembly	B+
Detail/Accuracy	A
Box Art	B



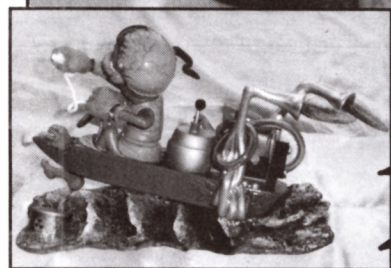
Pictured kit built, painted and photographed by Steve Baker

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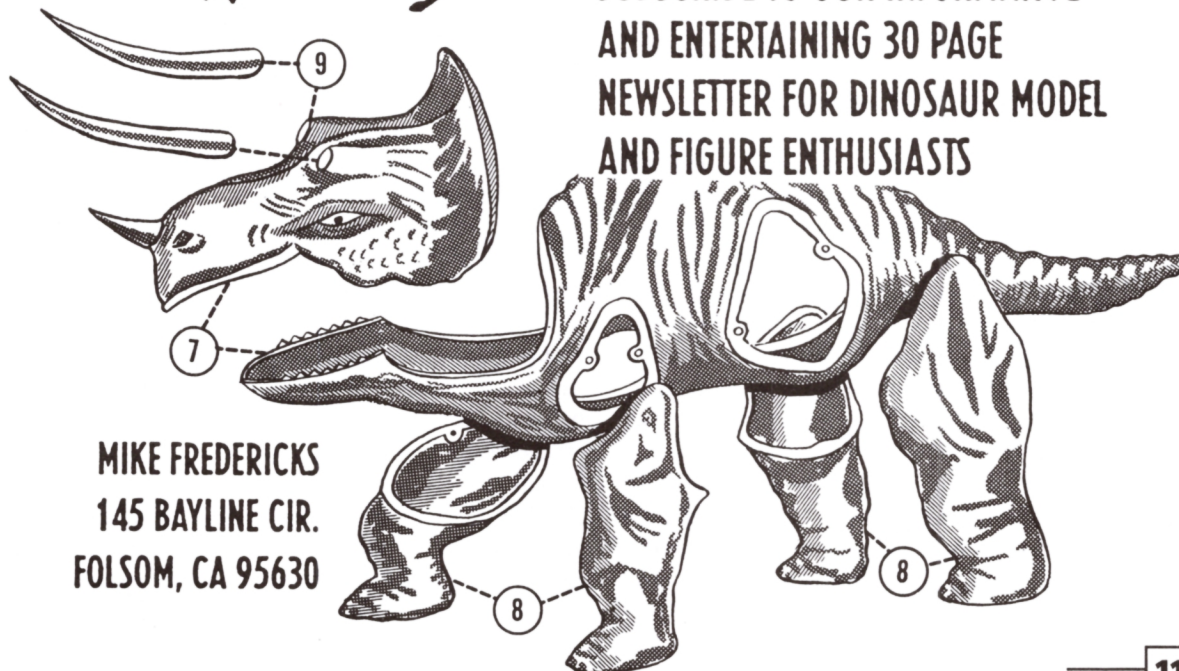
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MIKE FREDERICKS
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Off the Sprue

with Guest Columnist Tom Daniel

This column will highlight specific kits that have found new life from the old molds and try to find out the story behind them wherever possible. We're starting with two kits that Revell-Monogram is currently reissuing: *Cherry Bomb* and *Jinx Express/Fast Buck*, both Tom Daniel kits. If you recall, in our third issue of **The Modeler's Resource** (sold out), we gave you a fairly indepth look at the man who designed over 70 kits (including the actual *Munster's Koach* and *Drag-U-La* vehicles), that most of us have had at one time. We asked Tom to tell us about the history and origins of the above mentioned kits.

CHERRY BOMB:



Pictured model built/painted by Fred DeRuvo; Photo by Sylvia Bertrand

This story is a bit convoluted, but as a youth in L.A. during the 40's, the 4th of July was always a big deal, with lots of illegal fireworks from Tijuana adding to the festivities.

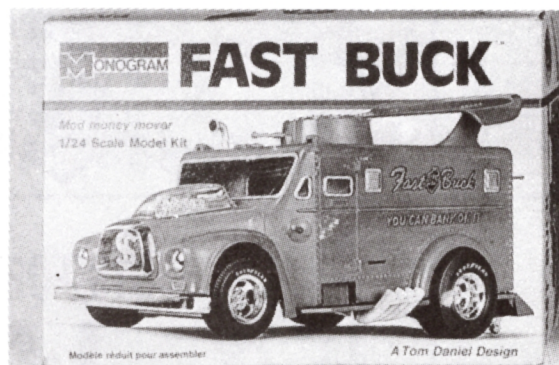
Firecrackers went off continually sounding like machine guns. At night, we used to lay several Roman Candles flat on the streets and light them off at cars coming our way. What a hoot!...but I was thoroughly impressed with the Cherry Bombs. They were awesome in ear-splitting sound and concussion! I recall setting one off on the walkway leading to the apartment house I lived in. The concussion knocked down my bike which was probably six feet or so away, and also blew out the glass in the entry door to the building! LOTSA mad neighbors converged on me! So, the term 'Cherry Bomb' was firmly stuck in my mind.

In the 50's, 'cherry' became the word to use in describing anything really neat, and especially for rods and customs. Preceding that, the word 'bomb' usually described the 'hot' type of hot rod with a V-8 Flathead motor with two or more

Stromberg carburetors.

During the heyday of the Monogram years, I wanted to design some kind of far-out show type rod utilizing a gas turbine motor, which, of course, had not been done. The name 'Cherry Bomb' seemed to fit. I tried to combine the 'flavor' of the hot rod, yet encompass a futuristic look, which emerged in the wedge-shaped body that flowed into a semi-bubble top which hinged up and back for entry/egress. A tinted bubble for viewing the turbine mill seemed a trick way to go rather than the normal hinged or removable hood. Also, I thought this rod needed to haul something on a trailer. Recalling the classic cherry bomb shape, I thought it would make a neat gas tank design for a chopper (raked choppers were beginning to be the rage at the time). So, I doodled up a custom chopper frame with the cherry bomb gas tank (can't recall right now whether we used a 'Pan' head or a 'knuckle' head Harley mill), but anyway, a custom surfboard-styled trailer was added for the final touch. It all came off pretty well, except I was never satisfied with the headlight design, but then, I've always been very critical of my design works.

JINX EXPRESS/FAST BUCK:



The initial thought with this kit, was to make some kind of 'piggy bank' type of vehicle and one designed around the ever-present Brinks trucks seemed ready made. In order to give it a 'piggy' looking flavor, I thought that the International-Harvester trucks of that day would fill the bill nicely as I thought they looked pretty piggy to begin with.

With the notoriety (hold-ups/robberies, etc.) of the Brinks Co., I thought JINX a better name and it was adopted. The whole design was purposely a 'spoo', with extra gun ports, periscope, even a gun turret on top with a 37mm gun. The turret rotated of course and it had a slot for coinage to be dropped into the interior. For money retrieval, the rear door was designed as a big round vault type door/combination lock. It worked pretty cool. This kit also included a wheel barrow with sacks of money for it.

The original Jinx Express was molded in silver which I thought appropriate. When re-released a few years later, all that was changed (to the best of my recollection) was the name to *Fast Buck* and the color to blue, which I wasn't too stoked about.

This was a chunky looking hauler, with 'hot' motor showing through the bubble on the hood, along with slicks, zoomies, big spoiler on the roof and wheelie wheels at the rear. Definitely a 'fun' type of vehicle.

TMR

The Resource Review

with Fred DeRuvo

GOTHIC BASE: First up for this issue's Resource Review is *Frankly Outrageous Kits' Gothic Base*. Now if you're not into bases, then this won't hold any interest for you, however if you're the type of modeler who believes that a figure kit needs a base to complete the picture, then this base is one that will undoubtedly work for you. There is nothing to build or glue together. Simply wash it with soap and water, let dry, spray with primer and you're ready to paint. The base comes with a suggested painting guide and for the most part, we followed it, but we went our own way too. The suggestion of priming with black is a good one, although we chose to prime the entire base with white, then black on basically the steps. Drybrushing various lighter shades of gray really brought the darker crevices out here. We also used a dark brown on the log and stump and progressively used lighter shades of brown to bring out the depth and natural-looking recesses of the bark's surfaces.

Overall, the base is very nice. It's a well thought out piece of work, sculpted by Frank Orlando with molding/casting done by Shawn McLaughlin (Death, Inc.). As you can see in the picture, the focal point is the stone stairway, with tree stumps/logs on either side. It breaks it up nicely and in-between the trees, rocks and ground is an indentation suggesting moss. The only real trick to the entire painting process is deciding where the moss ends and the ground begins. We decided that our moss would grow up over the stairs to some degree and kind of intermingle with the tree stump/log utilizing various shades of green and we even went in for some of the Polytranspar Airbrush taxidermy paints that Tom G. spoke of last issue. They gave the moss a nice moist look as would appear on certain mosses in forested areas.

We chose Horizon's Frankenstein kit for this base, but any number of figures could easily go with this base since it wasn't created with any specific figure kit in mind. You decide. There's also room in the back or sides to add-on and customize the base for a unique one-of-a-kind look that's all your own. Go crazy and enjoy! That's what this hobby is all about. Base retails for \$35.00 and is available from the following: *Frankly Outrageous Kits, 17 Dixie Avenue, Hawthorne, NJ 07506-1722 Tel: 201/427-1201 or Death, Inc., 656 10th Street, Lyndhurst, NJ 07071 Tel: 201/945-4032*. A Street Scene base is also available for the same retail price as the Gothic Base.



DEFORMED ARNIE: We received a number of these kits by *Amaquest* from *Hobby Bounties*, in Singapore and they're cool little models. We opted to build and review the Arnie kit, which of course, is Arnold Schwarzenegger's character in the Terminator movies.

This particular kit is done in vinyl, although some of the other ones we received are done in resin. It's very easy to put together. With your blow dryer in hand, keeping the vinyl warm will allow for easy trimming. You know, you hear everyone tell you that you should always cut away from yourself when trimming to avoid cutting yourself, but I like trimming vinyl like peeling a potato. I use my thumb as a guide and gently pull the knife toward my thumb. If the knife is sharp and the vinyl is soft, I've never had a problem yet (knock on wood!). I seem to be much more accurate this way than cutting away from myself. You might want to opt to wear a sewing thimble on your thumb for protection in case you slip. Any fabric store would carry this item. Anyway, the kit trims up very nicely and the parts fit together well. The only minor problem we had with this kit was where the gatling gun and hand meet. The gun here was slightly warped, and even after a bath in hot water, the part still didn't go back to it's original position.

The instructions suggested filling the shoes so that the model will stand, since they said it wouldn't stand on its own. This is important. The kit *will* stand by itself, until you glue the gun on, so you'll either need to fill the shoes or construct a base to glue it onto. We'll be customizing a base for this later.

I like this model. The detail and certainly the resemblance to Schwarzenegger is there. This particular kit came with a picture of the built and painted kit, although not all of these kits come like that.

Cost of Arnie #AMA110 is \$27.20 (U.S.) and you can order this and other kits (they have 14 caricature kits) from:

Hobby Bounties, 865 Mountbatten Road #02-91/92, Katong Shopping Centre, Singapore 1543 Tel: (65) 4401890 Fax: (65) 3441782 (These items are sent Post Free)



The Gradebook	
Ease of Assembly	N/A
Detail/Accuracy	A
Box Art	N/A

Artist Bio-Sketch

NAME: Fred DeRuvo
AGE: 38
FAVORITE KIT: Aurora's Batman
FAVORITE PAINT: Pactra Acrylics
QUOTE: "Cheese and crackers...this is great!"
FAVORITE SCULPTOR: Bill Lemons
FIRST KIT: I can't remember...darn it!
FAVORITE TECHNIQUE: Drybrush

The Gradebook	
Ease of Assembly	A
Detail/Accuracy	B+
Box Art	B

Warriors Scale Models, Inc.

Warriors Scale Models, Inc. is a fairly new company making a tremendous impact in the world of modeling. The company officially began December of '94 and became profitable in the third month of operation. John Rosengrant (of Stan Winston Studio's fame), his wife Lisa and Chris Mrosko formed the company because of their desire and expertise in being able to offer quality military-related figures and accessories.

Chris does all of the mold-making, while John and various other artists, like Bill Horan sculpt the actual figures and kits. It's magic to watch the process. While we were there, Chris molded up a figure kit that had just come in. As we followed him through the process, we understood why this company has the following it does.

The quality is there, plain and simple. A two-step vacuum process is used to eliminate every possible bubble or deformity. *If* any piece manages to get by that has the slightest deformity, it is simply rejected and not sold to the public.

Warriors has quite a line-up of kits available, everything from German Infantry w/Rations to Russian crates and boxes to three figures and a partial building all the way to their latest offering of a 1:9 scale Officer - Italy which was built and painted for you in this issue by Tom Gilliland. Most of these kits are produced in either 1:35 or 1:16 scale, although a few, including



Land of the Giants? No, just one of Warriors' model displays getting a helping hand

the Italian SS Officer, are done in 1:9. There are even a 1:16 scale Viking Chieftain bust and a 1:9 scale Pirate bust available.

Coming on line soon are the following kits: Russian Tanker, Waffen SS Panzer Crew #1 & 2, USMC Grenadier Viet-Nam and USMC Fighter Pilot bust.

If you'd like more information, or if you'd like to purchase some of their kits, you can reach them at: **Warriors Scale Models, Inc., 543-A South Raymond Ave., Pasadena, CA 91105 Tel: 818/584-0573 FAX: 818/584-6861 (VISA and Mastercard is now being accepted)**



Two examples of the tremendous detail inherent in Warriors' kit: 1:16 Viking Chieftain bust (left) and the Panzer Grenadier '44-'45 in 1:35 scale.

Beyond the BARE BONES



with Tom Gilliland

Wow! You must have airbrushed that thing! This phrase and many like it are often the type of reaction well-airbrushed kits receive. The smoothness of color application and the endless tricks and illusions that this tool can produce are hard to match with any other technique in a painter's arsenal. With this in mind, let's take a look at some of the problems encountered by beginning airbrush artists and a few examples of what this handy little tool can produce.

First of all, the airbrush is a very simple device. Basically it is a collection of tubes and a needle that air flows through. The only parts that usually are 'no good' are needles, which bend and tips, that crack. Good care will prevent both of these. The biggest problem is usually related to how clean an airbrush is to begin with. A paint-choked gun will only give lousy-to-no results. The best way to avoid this, of course, is to regularly clean your gun. This is best accomplished by using an old paint brush and some acetone. This aggressive solvent seems to work well on any type of brush and will remove

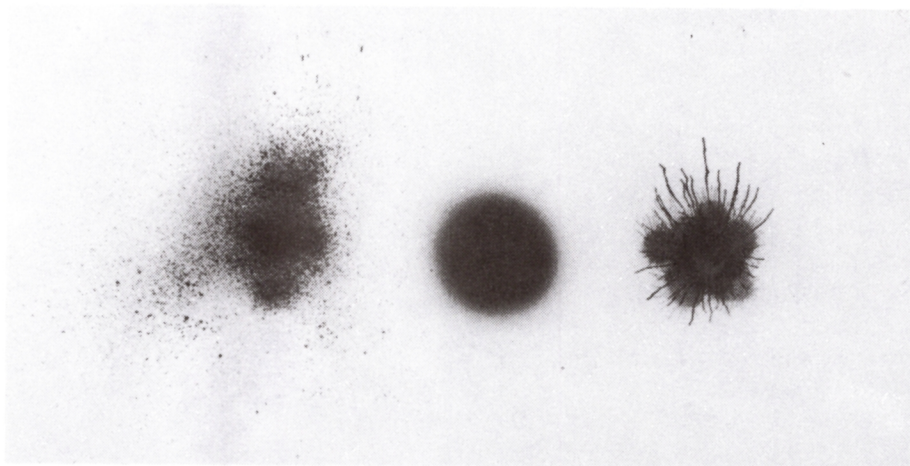


Photo A

almost any kind of paint residue, including lacquers and enamels. Carefully remove the head and tip from your airbrush and draw the dirty needle out of the front of the gun so as not to drag paint back throughout the entire mechanism. With the brush,

scrub the parts until clean, about 4-5 strokes usually with acetone. When the parts are clean, re-assemble the gun and flush some clean water through to remove any left over acetone.

The other big problem with airbrushes is that they are very picky about how well thinned paint needs to be that is being shot through them. The main rule of thumb with nearly all paints is that they should be only *slightly* thicker than milk. When well-thinned, the paint pattern produced by your gun should look like the center dot in Photo A. If your paint is too thick, you will get a spatter effect like the 'dot' on the left. If your paint is too thin, then it will splash on the surface like the 'dot' on the right.

Aside from mixing well, you can also use the air pressure to help balance the mixture of paint. For instance, if your air compressor has a pressure regulator, then turn it down to about 20psi for thin paints or inks and turn it up to about 40psi for thick-bodied acrylics.

Now, let's look at some applications for airbrushing. Flesh tones are often well-suited for the soft blending possibilities that an airbrush can deliver. Photo B shows a Vampirella which has a large amount of skin surface to be painted. In order to get a rich, smooth skin tone, the model was first basecoated with a Tan Caucasian Flesh color. Then, a small amount of Caramel Brown was added the base color and airbrushed into all of the



Photo B



Photo C

muscle cuts and shadow pockets on the body. For example, the arm pits, under the chin, at the knees and, oh yeah, around the breasts. Once this had dried, the original base color was then 'misted' (holding the airbrushing away from the model at least 6 inches from the model's surface, lightly spray it), over the entire model to soften the dark pockets of shadow and achieve the illusion that they are beneath the surface of the skin. Then, White was added to the mix and lightly sprayed onto the highlights of the body, the shoulders, the thighs, the top of the outstretched arm, and - that's right - the tops of the breasts. This layering process will give you a lot of multi-colored depth which can be applied to other body treatments as well.

Another example of unusual body treatments would be the Streamline Pictures' Goro in *Photo C* or the Fewture Sitting Hell in *Photo D*. These have both been given a heavy layering of airbrushed color in a blister-like pattern over a light basecoat. To build a mottled pattern like this, first, establish your basecoat and any drybrushing or wash treatment you want. Then, begin applying the lightest version of the pattern color first. You will need a dual-

action airbrush to pull this off correctly as the trick to creating this pattern is to rock the trigger back, allowing paint into the airstream and

...airbrush into all of the muscle cuts and shadow pockets on the body...the arm pits, under the chin, at the knees and, oh yeah, around the breasts...

then releasing in one rapid motion. If this is done repeatedly, a cluster of color will begin to appear which can

be made by dispersing the 'dot' effect over an area, or making it deeper by grouping the 'dots' close together. When you are done placing the first color, move to a slightly darker version of the same color and proceed like before. The main thing to remember is that as you lay color down, each layer should shrink back slightly from the edge of the pattern as they become darker. Basically, your lightest color will begin at the edge of the pattern and bein burning in darker as it creps towards the center of the pattern. This works especially well when working with inks or transparent paints like the Polytranspar Taxidermy paints mentioned in the last issue of **The Modeler's Resource**.

Line patterning can also be easily done with an airbrush. It will require that the gun be especially clean and you will need to place your finest needle and tip into your gun. The GEOMETRIC Medusa in *Photo E* shows a very basic loop pattern playing along the top surface of the tail. This was done by carefully drawing the pattern across the tail with the airbrush. With a little practice, the airbrush will soon be as easy to work with as a pencil.

The hardest thing is actually keeping track of where the pattern is going. It may help to use a light marking pen to outline the pattern onto

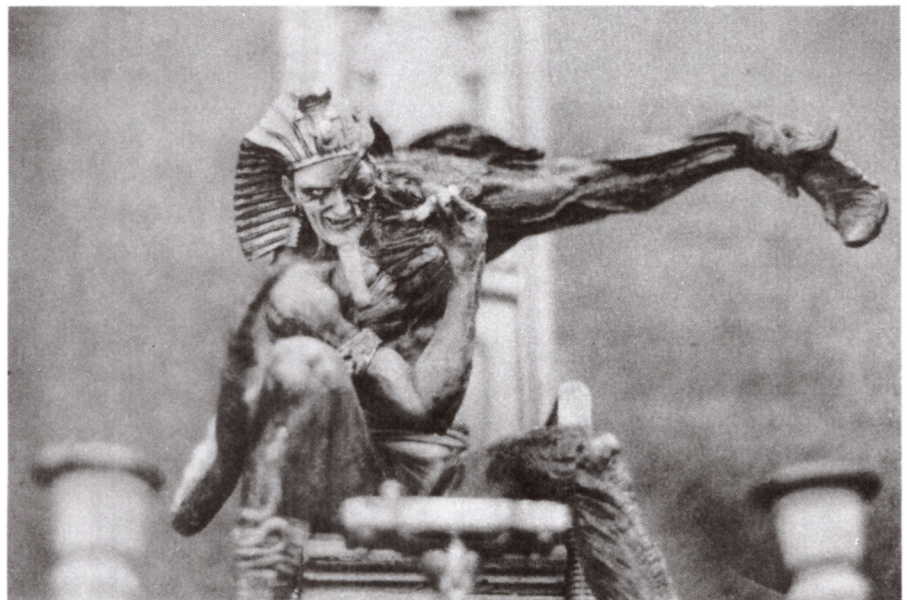


Photo D



Photo E

the surface of the model you are working on to serve as a guide.

Another trick that can be easily done with your airbrush is to create splatter effects. This is especially useful for



Photo G

blood, which is often needed for monster models. The splatter on the Conan model in *Photo F* was achieved by dipping a flat 1/4 inch paint brush into a bottle of Tamiya Clear Red. The paint-soaked brush was then held off the surface of the sword blade about 1/2 inch and the airbrush was pointed at the brush. When the air passes through the brush, it splatters the paint across the surface



Photo F

creating the blood effect.

This splatter effect can also be used to create more detail in a pattern scheme like on the Horizon Brachiosaurus in *Photo G*. By laying a softer splatter pattern of dots, the depth of a pattern can be doubled. The trick to getting the finer spray is having less paint on the brush when you perform this trick.

The special effects possible with an airbrush are only limited by your imagination. Stretch your ideas to the limit and you'll be surprised to see how close the airbrush will come to making them possible.

Artist Bio-Sketch

NAME: Tom Gilliland

AGE: 29

FAVORITE KIT: Horizon's Joker

FAVORITE PAINT: Polly~S

QUOTE: "Okay, now you need to punch in those details."

FAVORITE SCULPTOR: Tom Kuntz

FIRST KIT: Aurora's Flying Reptile

FAVORITE TECHNIQUE: Drybrush

The Closet Hobbyist

with Dennis Murphy



with the old Hawk kit. It's not a competition quality kit, but it will look good in a display of the Grumman "Cat" family. That's what I built mine for.

I gave it a B+ in Ease of Assembly based on the much improved instructions and improved quality control of the plastic.

The Gradebook

Ease of Assembly	B+
Detail/Accuracy	C+
Box Art	C+

Revell's 1:24 GM Performance Parts Olds Cutlass Pro-Stock

As this review is being written, Warren Johnson and his Pro-Stock Olds are on their way to another championship season.

With the devastating vandalism done to the Wayne County Speed Shop Dodges, the way seems clear for Warren Johnson to win. In fact, a third championship for Oldsmobile seems to be Warren Johnson's to lose.

Warren Johnson's 1993 Championship car is the subject of

Revell's kit. Revell

calls this a Level 3 kit, warning that it is for the advanced modelers. I would agree with this warning. The pieces are nicely done with little flash. However a great deal of dryfitting is in order. A good deal of pre-planning when and what you paint is needed as well.

It is important to understand that Pro-Stock Racers have a lot of naturally aluminum panels. Metalized paints have a tendency to stain from over zealous cement applications. Extra care is important to a good finish here.

The interior includes an intricate full roll cage. If this is your first attempt at a Level 3 kit, don't rush this part of the construction. It could easily make or break the appearance of the finished kit.

A 500 C.I.D. Oldsmobile big block aluminum engine is represented in the kit with a dry sump oiling system. The tunnel ram intake is a good copy of the sheet metal manifolds Warren Johnson started experimenting with in the early 90's and has become standard Pro-Stock issue. A Lenco 4spd is included, however the transmission has been plated. To be

accurate, a natural aluminum finish needs to be applied. The same is true of the kits' chrome plated Holley carburetors.

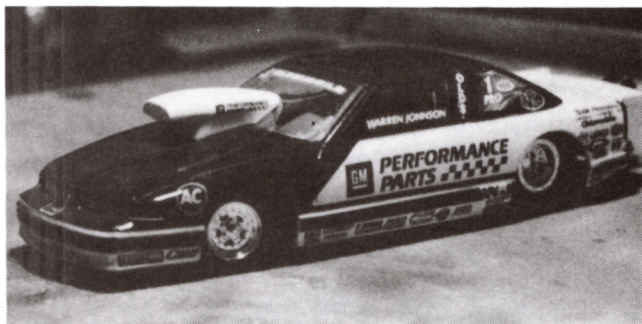
The finish of the body will easily take as much time as the construction of the chassis and running gear. Revell includes the PPG paint code to get the proper blue.

If you don't want the cost or hassle of using an automotive paint, Testors Model Master Dark Sea Blue with an additional touch of black will get you close. The third choice is to leave the car white, as it was first raced.

Decals for this kit and many of the Revell-Monogram NASCAR kits are large and tend to be quite stiff. In my experience, I have found it best to cut these decals into sections before application.

I spent almost 35 hours on this kit. That is considerably more time than I usually spend for an out-of-the-box kit. Much of that time was involved in checking fit and painting individual components. If you have been modeling for awhile and want a more challenging project, then step up to Warren Johnson's Olds. If you want to super detail something to the max, this is a great start.

Out of the box, the finished kit looks like Warren Johnson's car. It fits good, it looks good. I like it and recommend it.



Testors' 1:48 Grumman F8F-2 'Bearcat'

A couple of years ago, I was asked which kit I thought was the worst kit I had built. Without hesitation, I said, "The Hawk F8F Bearcat." It was introduced about 1966 with only semi-good reviews at that time.

Testors reintroduced the kit about 10 years ago. It was reboxed and higher quality decals were added. The instructions were upgraded with an eight page booklet that includes a short history and painting instructions.

The excessive flash and warped parts of the Hawk kit have been eliminated. However, this is still a very basic kit. There is plenty of room to show your detailing talent since there is no cockpit and a rudimentary engine.

The decals are easy to work with. The white markings for the Navy Livery aren't opaque though. Markings are included for the "Gulfbawk" aerobatic Bearcat.

This is a truly colorful aircraft, with its' white and blue graphics over orange paint. A Blue Angel scheme could also be done since they flew the Bearcat too. Probably the ultimate F8F to build would be "Rare Bear." It has been the dominating aircraft in unlimited air racing in recent years.

Testors has gone about as far as they can

The Gradebook

Ease of Assembly	*B+
Detail/Accuracy	A-
Box Art	B+

*Advanced modeling skills helpful

Artist Bio-Sketch

NAME: Dennis Murphy

AGE: 43

FAVORITE KIT: Ducati 900/Tamiya

FAVORITE PAINT: Model Master

QUOTE: "It's gotta be fun."

FAVORITE COMPANY: Hasegawa

FIRST KIT: Hawk AT-6 (Texan)

FAVORITE TECHNIQUE: Mottling



New Artist Profile:

Pat Delaney



Sean Connery as The Highlander (Pictured kit built/painted by T. Gilliland)

Pat Delaney started painting figure kits in 1992. He was initially turned on to this end of the hobby by none other than Tom Gilliland. "After learning to paint," relates Pat, "I started doing build-ups for retail stores such as Monsters in Motion, Creature Features and Things From Another World."

Some of Pat's major accomplishments include winning 3rd Place in the Pro Class Mad Model Contest in Los Angeles in 1994. "Shortly after that," continues Pat, "I wanted to try my hand at sculpting." To date, Pat has sculpted the following:

- Jack Nicholson as Wolf (1994)
- Frankenstein with Little Maria (1994)
- Sean Connery as Ramirez, the Highlander (1995)
- Clint Eastwood: Good, Bad & Ugly (Coming soon)
- Bela Lugosi as Dracula (In progress)



Pat's licensed Frankenstein kit

Adam West as Batman (In progress)

As far as sculpting influences, Pat is quick to point out that he owes a lot to the talents of Tom Kuntz, Jeff Yeager and Randy Bowen. With respect to this hobby, Pat states, "This is the greatest hobby in the world! Special thanks to people like Tom Gilliland for sharing their talents and not letting ego get in the way. They are truly the people who make it what it is - in a word - great!"

Editor's Note: The Highlander and Frankenstein kits are available through *Monsters in Motion*, 330 E. Orangethorpe Ave, Unit H, Placentia, CA 92670, Tel: 714/577-8863



The sculptor at work



When you think of the San Diego ComicCon, you of course, can't help thinking of comics, because that is mainly what this convention is all about. Anything to do with comic books and comic book art and memorabilia. Fortunately for me, models are often connected with comic books, so we saw a number of booths that had models to sell.

This is the first time that we had ever attended this particular event and even though we were only able to go for a few hours of one day, we could see that this was a well thought out, well-planned event.

It was nice to see such a gathering, because it confirmed to us that the people who enjoy comic books and cards are, oftentimes, into model kits, if those kits are based on their favorite comic book characters.

It was nice to see Streamline Pictures with their Goro kit, as well as their other kits on hand, including their line of vehicular kits based on the Mach 5 Speedracer series. They

**Jonathan Paine with part of his upcoming "Chained Beast" kit.
(We'll be profiling Jonathan's work in our January issue)**



The crowds at the San Diego ComicCon passing Dark Horse's booth

also had on display a new kit sculpted by Terry Latimer, based on the Heavy Metal comic books. You'll be reading more about this company in our January issue. Monsters in Motion was there with a number of new kits too.

Randy Bowen of Bowen Designs was there with a new kit he'll soon be offering. Dan Platt and Greg Anzalone of Sideshow, Inc., were also there passing out information cards highlighting the new Bernie Wrightson Frankenstein kit that Dan sculpted, soon to be released. Many of the artists and writers who make comic books and their characters come alive with each issue were also on hand.

The San Diego ComicCon is certainly one superb event. As a modeler, it would've been nice to see more model companies there, but after all, this is comics. I guess we'll have to wait for the upcoming Mad Model Party '96 for that. Next year's ComicCon is already set up for July 4-7, 1996. For more information, you can call their hotline: 619/491-2475. You'll want to check this annual event out next year.



Monsters in Motion kits: Pat Delaney's Frankenstein & Joseph Laudati's Monique Gabrielle (licensed). Both available now.

Star Trek Kits: The Legacy Continues...

Article & Photos by Mike Fredericks

On Thursday, September 8, 1966, at 8:30, NBC broadcast their sneak preview of Star Trek, a new hour long television show about the brave crew of the Starship Enterprise, on their five year mission to seek out new life forms in our galaxy. Although touted as an adult science fiction show, children loved the spaceships and aliens. Several Star Trek toy lines were produced. Remco's line, for instance, consisted of existing science fiction toys turned into Star Trek items by merely changing the packaging or labels. The big exception was the AMT line of plastic model kits. AMT used blueprints from Desilu/Paramount Studios (Paramount bought Desilu Studios in 1967 and acquired the Star Trek series, created by Gene Roddenberry, as a 'throw-in'), to design their accurate models and these beautiful kits are very desirable to collectors today.

The first model kit, in 1966, was an 18" long USS Enterprise with working dome lights above and below the saucer, by AMT. The AMT Co. started production in 1946 as the Aluminum Model Toy Corp. They have always specialized in 1:25 scale automobile kits but today are probably best known for their many Star Trek models. The first Enterprise kit box art was a painting of the spaceship in a vertical format. A second design soon followed that year in which the nacelles of the Enterprise were illuminated as well as the saucer domes. The art on the box's lid was changed to a photograph of the completed model in a horizontal format. Later, to cut down on costs, the lighting kit was removed



The kit that started it all - AMT's 1966 Enterprise

altogether. The box art remained the same, however there was no longer a mention of the illumination kit on the box side. The model was later placed in a box about half the original size. The original illuminated Enterprise in the vertical format box is possibly the most popular Star Trek collectible ever produced and a must for any Star Trek collection.

In 1967, AMT followed up their Enterprise model kit with one of the Klingon cruiser, the enemy's spaceship. It too, started out in a large box with lights, then the lighting kit was removed, and later it was sold in a box half the original size. The box

art remained the same except a Saturn-like planet was deleted when the lighting kit was removed.

Star Trek saw success in Japan on NTV about the same time it was shown in the U.S. and Midori issued an Enterprise model kit of their own complete with a battery-operated propeller. The Japanese manufacturer apparently felt that the model needed to do something to be exciting or else the designer just had a sense of humor. As ridiculous as this sounds, this extremely rare kit is eagerly sought after by U.S. collectors.

AMT had exclusive Star Trek model kit licensing but for reasons known only to them, decided to produce only kits of the spaceships. The late, great Aurora Plastics Corp., (loved by model kit collectors for their beautiful kits and the nostalgic memories they create), designed a model of Mr. Spock, the most popular ST character. Aurora decided against releasing it in the U.S. as they would be made to pay royalties to both AMT and Desilu studios, where Star Trek was filmed. An intended Captain Kirk model kit was abandoned and never produced for this same reason. In 1972, Aurora was allowed to sell the Mr. Spock model, and AMT's Enterprise and Klingon spaceship models in England. The boxes of the two spaceships are identical to AMT's, with the exception being the Aurora logo and "as seen on BBC TV" printed on them. They were not illuminated. The Aurora Mr. Spock model box lid showed a photo of the completed model. The kit depicts Mr. Spock firing his phaser weapon at a



Aurora's Klingon Cruiser and Mr. Spock released only in England

three-headed serpent coming out of the ground of its alien world (an incident that never happened on any episode of Star Trek), on a base in typical Aurora form. The Mr. Spock model is a beautiful representation in the style Aurora figure

kits were famous for producing. In 1968, AMT released the Mr. Spock model in a large box format with artwork on the cover. It was later re-released in the small box format.

Star Trek was never higher than 52nd in the ratings and

A Chat with Armin Shimerman

with Fred DeRuvo



Armin answering questions at a Trek-O-Rama in Raleigh, NC, this past February.

© 1995/Photo - Robert Thomason/American Modeler

Trek T.V. audiences got their first look at Armin Shimerman, during his initial appearance on the show, as the character Letek, a Ferengi, in *The Last Outpost* episode of *Star Trek - The Next Generation*.

After this and prior to *Deep Space 9*, Armin played "Pascal", on *Beauty and the Beast* and was also found on the weekly (though too short lived!), *Brooklyn Bridge* and in many other roles, such as "Weasel", a heavily made-up character in an Empire film, *Arena*.

Back in February, we visited the Star Trek sets, with Mr. Michael Westmore, Supervisor of Make-up for both *Deep Space Nine* and *Voyager* as our own personal tourguide. Both are filmed on the backlot of

Paramount Studios across the alley from each other. While there, we were privileged to watch a scene being shot from a *Deep Space Nine* Episode #461 - *Through the Looking Glass*. This particular scene took place on the bridge with the principal actors Rene Auberjonois, Avery Brooks, Colm Meaney and of course, Armin as well as the extras. It was fascinating to watch as director, actors and crew all took part in what they do best - making each episode better than the last. We were impressed with how much energy went into the production, even if a scene had to be re-shot a number of times (which it did in this case, due to prop failure, or shadows, etc). An outdoor forest scene from an episode of *Voyager* was simultaneously being filmed across the alley inside Stage 4. The professionalism was certainly prevalent and it's easy to see why these shows continue to capture our interest and enjoyment. It's a continuing job well done.

Not long after our visit to the sets, we had the privilege of speaking with Armin to find out a bit more about the man behind the character, Quark. When he initially auditioned for DS9, Armin was asked to read for a Ferengi part which turned out to be Quark. He read the lines which were written for the pilot and, as far as he is aware, was the first person to read for the part of Quark. A month-and-a-half went by with no feedback and then he was asked to come back a second time. He read the same lines (which is the norm on a "call back"). It was during this time that Armin met Max Grodenchek (who plays brother, Rom). Both, as it turns out were reading for Quark. "It was basically between Max and me as far as the Quark character," relates Armin.

One week later, he was asked to come back and do it all again. This would turn out to be the final audition. Rick Berman, the Producer of DS9, was on hand along with Rene Auberjonois, Avery Brooks, et al, trying to convince Paramount Pictures that these were his choices for the parts. "I was really nervous," states Armin, "because of the tremendous import of the situation. Rick took me aside after this final audition was completed, to try and calm me

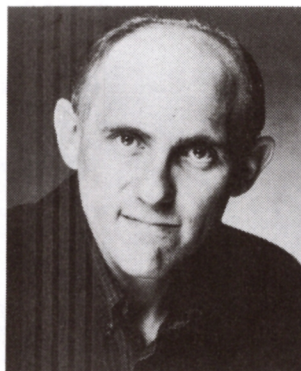
down. He told me, 'We wrote the part of Quark for you, Armin.' This certainly made me feel more secure in what I was doing and with the entire process."

Something that everyone probably wants to know if they don't already is: How long does it take to be made into Quark through the make-up process? "Two and a half hours," states Armin without hesitation. "The appliances, though fairly simple, have to be meticulously glued so that they move with your face. If they're not glued on correctly, they'll bunch up when you move your head or speak. The seams then have to be eradicated through the use of putty and then painted to blend-in. In this entire process, the artistry of the make-up person is absolutely necessary to achieve the desired effect. I've been fortunate enough to have Karen Westerfield, who has won two Emmys for her work (one for the teamwork, including Quark, for the DS9 episode, *Tosk* and one for her teamwork on an episode of TNG), as my make-up artist since day one of the series."

As far as having any say in how the character of Quark was represented on the screen, Armin states, "I had relatively no input at all on how Quark would look, excepting of course that the look was sculpted for my face's bone structure. However, I indirectly caused some changes. Before shooting, I demanded ear cavities within the head to keep my ears from being painfully pinned against my head. Craig Reardon was given the job of reshaping the Ferengi head to suit my wishes. He did so, making it the largest head in Ferengi-dom and took the opportunity to create the back of the neck which had been left undone in all the years of TNG. In addition, Karen Westerfield bravely chose to make a contribution on her own and rimmed my eyes with maroon. This was done the first day of work without permission. The result was to compliment my blue eyes and make them more expressive. (Mike) Westmore never complained."

Asked about the best part of playing Quark, Armin responds, "The best part of playing Quark is the ability to let go of the responsibility of making him realistic and just have a grand time."

We also asked Armin, who grew up building plastic model planes and boats, to give us his initial reaction at having a figure kit created in Quark's image. "Actually, this is the first I've heard of it," he relates, "but I'm very honored to be part of the Star Trek franchise. I've always been a Star Trek fan and the perks that often times go along with that are an amazing thing. To say that there is a doll (by Applause) or model based upon the character that I play is wonderful."



ARMIN SHIMERMAN



'QUARK'
STAR TREK: DEEP SPACE NINE



Various Star Trek kits including the rare Exploration Set, bottom right

after only three seasons, was cancelled by NBC. In fact, Star Trek enjoyed a third season in 1969 only because so many fans complained to the network when they threatened to cancel the show after its second year. In the early seventies, ST went into syndication and found a whole new following through reruns. In 1973, Star Trek, the animated series aired with the voices of all the original main characters. AMT went back to producing ST model kits at that time.

In 1974, the Galileo 7 Shuttlecraft and the Exploration Set models were released. First in the large box and then in the smaller box. As with all Star Trek AMT models, the large box version is always more valuable to collectors as it is the original issue. The Exploration Set was comprised of a model kit of a phaser, communicator, and tricorder scaled down for children's hands. In 1975, a model of the Enterprise bridge in 1:32 scale and Romulan (another ST enemy) Bird of Prey Spaceship in 1:635 scale were issued. The Bridge kit was a model of the Enterprise's control center and included several crew member figures. By this time, AMT had dropped the large box idea to save on space and material and these kits were only released in the small size box. ST model kits were still popular in 1976

when AMT produced the K-7 space station model kit from the popular episode "The Trouble with Tribbles." The episode's story revolves around cute, little fuzzy alien creatures called 'Tribbles' that multiply so quickly, they take over the space station and eventually the Enterprise. The episode was one of the most popular because it was the first to show the heroes in a comical story instead of the 'life or death' serious episodes that preceded it. A set of three smaller scale spaceship models, the

Enterprise, Klingon Cruiser, and Romulan Bird of Prey sold together in one boxed kit were also offered that year. AMT also designed the UFO Mystery Ship plastic model and although it is not a ST model, it is desirable among collectors as it was always advertised alongside the ST models on AMT model boxes. It sold in the large and small box and consisted of a generic spaceship cast in glow-in-the-dark plastic.

Although more of a hobby kit than a model kit, ESTES manufactured a bagged flying Enterprise and Klingon spaceship and boxes ST model rocketry starter kit. These were released in 1975 and 1976. They were rockets that, when assembled, could then be launched by means of engines powered by a 12 volt lantern battery. They would then safely return to the ground with a parachute.

Star Trek was still so popular in the late 70's, that Gene Roddenberry, the creator of ST, was designing another ST TV show, using the original crew and a few new ones. The idea evolved into a ST movie instead and in 1979, Star Trek the Motion Picture was released. With the possible exception of Star Wars, never before had the toy industry designed so many toys after a movie or television show. The model kits followed too.

AMT had been bought by Lesney/Matchbox in 1978. They produced four new model kits for Star



AMT's STTNG U.S.S. Enterprise and a 'garage kit' conversion

Trek the Motion Picture. The first was the newly designed Enterprise once again with working lights. They also made a new movie version Klingon ship, Katanga class, plus the Vulcan shuttle, a small spaceship used by Mr. Spock in the film to taxi him to the Enterprise. Finally, a re-tooled Mr. Spock model in his new movie uniform and no serpents was also released. AMT/Lesney also issued these models in a slightly different box in England. AMT was later bought from Matchbox/Lesney in 1982 by The Ertl Co., and these models were again issued with the Enterprise losing its lighting kit.

Although more of a toy than a model, Milton Bradley/South Bend produced an electronic Enterprise with lights and sound that required some assembly. They also made a pair of STTMP 'working' phasers. Mego, of Japan, released a STTMP Enterprise, Klingon Cruiser, and a Vulcan Shuttle. They too, required some assembly. These Megos were not issued in the U.S. (mostly in Canada), and are a very rare and valuable investment.

STTMP was the first of six ST movies (Star Trek Generations was also released this past Thanksgiving, in 1994). AMT/Ertl produced a re-tooled non-illuminated Enterprise of ST II (more detail was etched into the model's sides) and again, for STIII. For STIV, in 1986, the decal sheet was changed to reflect the new ship designation NCC-1701A. In 1989, a small Galileo Shuttle model was added to the STV Enterprise model. AMT/Ertl has now released a newly designed Klingon Ship for STVI and the first few thousand STVI Enterprises included a small Star Trek the Next Generation Enterprise originally a contest prize through Cheerios™ cereal and made by Galoob Toys™.

During the past decade, a myriad of model kits have been manufactured by small cottage industry companies. These 'garage kits' (as they are known in the industry) are usually unlicensed and made of polyurethane resin or vac-u-formed



AMT's Interplanetary U.F.O., often sold alongside Star Trek kits

plastic that can be made by anyone with some sculpting talent in their own garage. It has become so expensive to create new model kits through the major manufacturers, that only 'sure fire' big sellers can be invested in. However, many creatures and vessels from the Star Trek universe exist that have never been immortalized in plastic. Star Trek fans just can't get enough related merchandise and now they're creating their own.

The idea of several of these models is to convert existing AMT model kits into ST spaceships not made by AMT. Others are complete kits made of resin. Examples are the



South Bend's Electronic U.S.S. Enterprise



AMT's Space Ship set, K-7 Space Station, et al

Dreadnaught class, Excelsior, Reliant, Klingon Bird of Prey, Grissom and Botany Bay. Some other kits of interest include Dimensional Designs' Gorn alien in resin, Planetary Images' Horta with egg, an unknown manufacturer's Nomad scaled to the Mego 8" action figures. Anubis Productions offers several resin ST kits including a Tholian vessel, Borg Cube, Bird of Prey scout ship and federation spacedock. Many models are life-size kits of hand-held equipment from ST, like a phaser or tricorder. Musasaiya of Japan's STII Mr. Spock is a highly detailed vinyl plastic figure.

Skyhook Models' owner, Dave Bengel (who helped me compile this garage kit listing) has produced a great Enterprise conversion with three nacelles and a brand new and very cool Klingon Battle Cruiser that no one else offers.

Macro Tek has released several ST kits including a Cardassian ship, Ambassador class starship and a Romulan Scoutship. Universal Armorer (Formerly Klingon Armorer) has created lots of different starships plus figures of a Gorn, a Klingon Supreme Commander, a Ferengi Bartender (Quark), a seated Commander Spock, a Klingon Female and more. Soldat has issued kits of the Next Generations Captain and two different Next Generation women crew members.

An outfit called FXM, Inc., makes small scale (about 6") ST vessels, including Galaxy, Nebula, Ambassador, Excelsior and Miranda class starships plus Romulan Warbird, Galaxy, Dreadnaught and more.

Today, major model company and small garage kit company are combining as AMT/Ertl offers vinyl plastic kits sculpted by garage kit sculptor, Tom Kuntz. The 12" tall figure kits are of Capt. Kirk, Dr. McCoy, and Mr. Scott. Coming soon, with sculpting done by Vap Studios, out of Cincinnati, Ohio, will be Mr. Spock, along with Odo and Quark vinyl figure kits from Deep Space Nine.

In 1991, the 25th anniversary of the original Star Trek television show, many of the old AMT models were re-released by The Ertl Co. A new movie version Enterprise model was produced at this time by AMT/Ertl with lights and sound effects. Inside is a microchip and speaker for phaser and photon torpedo sound effects.

Star Trek the Next Generation has caused even more models to be produced. Ertl makes a three ship adversary set, a large Next Generation Enterprise model kit and a Klingon Cruiser. They also produce two models of three generations of the U.S.S. Enterprise (TV, movie and Next Generation).



GEOmetric's licensed STTNG kits: (from left to right)
Lt. Cmdr. Geordi LaForge™, Cmdr. Riker™, Lt. Worf™, Cpt. Jean Luc Picard™, Lt. Cmdr. Data™ and Deana Troi™ (PHOTO COURTESY GEOMETRIC)

One is in regular plastic and the second is made in chromed plastic. Newest kits from Ertl include the U.S.S. Excelsior and a fiber optic Next Generation Enterprise model, which is illuminated by a hundred tiny lights.

*GEOmetric Designs has now issued a series of licensed



GEOmetric's new Gowron™
(PHOTO COURTESY GEOMETRIC)

STTNG figures in 1:6 scale vinyl. They include Capt. Jean Luc Picard, Data, Troi, Riker, Worf, Klingon, Romulan and the new Gowron. AMT/Ertl has now come out with a model of the Deep Space Nine Station and Runabout Spaceship from Star Trek Deep Space Nine. A fiber optic Deep Space Nine station is also a new kit from AMT/Ertl. Also for the Star Trek Generations film, AMT has released a U.S.S. Reliant, Klingon Bird of Prey and Enterprise B and D. Coming is U.S.S. Enterprise Flight Display, which will include the original Enterprise, film version and Next Generation version mounted on a 13" clear disc to simulate flight.

AMT/Ertl and other manufacturers know that Star Trek items are very technical and beloved by fans, almost to the point of being more accurately depicted than other licensed kits.

With the release of Paramount's own television network, the show "Star Trek Voyager" is now the fourth ST series. Can the model kits be far behind? First to come is Monogram's Voyager Starship model kit.

TMR

*GEOmetric, 2325 Endicott Street, Ste. #202W, St. Paul, MN 55114, Tel: 612/291-1909 for more information on these and their other kits.

Men in Uniform



with Guest Columnist Tom Gilliland

Welcome to something new to the pages of **The Modeler's Resource**. For hundreds of years now, there has been a form of modeling that has captivated the imagination and interest of model builders. It did not showcase the sleek automobiles of the time, or the creatures of movies gone by. It was modeling that paid honor to the soldiers whose blood, sweat and tears have fallen on every battlefield from Qadesh to Desert Storm. From those who plotted the campaigns, to those whose mud-soaked boots carried them out, they have all been represented in miniature. The intent of this article is to service the military figure modeler with a new forum for ideas on this ages old modeling discipline.

This issue's *Men in Uniform* deals with the new Warriors Scales Models, Inc.'s model of a German Waffen SS Officer in Italy, 1944, in 1:9 scale (resin). Dressed down in semi-tropical attire, this officer proudly struts by wearing a tropical field cap and shorts, mountain boots, a late war tunic and packing the MP 40 machine pistol. The figure was sculpted by John Rosengrant and is, by far, one of the best military figures I have ever painted. The pose is natural and along with the face, full of personality. All of the equipment is sharp and the casting by Chris Mrosko is

extremely clean. All of this helped make the build-up of this stormtrooper of the Third Reich a real treat.

After carefully removing the few seam lines from the parts with a file and wet sandpaper, I assembled the model into several sub-assemblies. I glued the two arms onto the upper torso and left all of the rest free. In order to easily handle the pieces while painting, I drilled a 1/8 inch hole into each part and placed a small section of aluminum armature wire into each one. This allowed for standing the parts into a pre-drilled block of wood and handled without ever having to actually touch any parts. After puttying the arm seams with epoxy AB putty, I gave all of the pieces a solid coat of Floquil Figure Primer in Lt. Gray.

I began painting by airbrushing a basecoat onto the flesh portions of the figure with Tamiya Flesh, mixed with Flat Earth and a drop of Hull Red. When this had dried, I used Tamiya Flat Earth, mixed with Hull Red to airbrush a 'blush/brown' into all of the deeper shadow areas of the skin.

Muscle cuts, the eye sockets and the webbing between fingers were all places hit with this color. When this had dried, I dullcoated the skin basecoat with Testors Dullcote. I then applied a mixture of Bon Artiste Fruitwood and Adobe stains to the skin areas. This stain is applied like a new coat of paint but is wiped back off the surface immediately after its application with a tissue or cloth. What this does is put a hard dark color into all of the deep sockets and wrinkles of

the flesh. When this has dried, I drybrushed the original Tamiya Flesh mixture onto all of the skin areas to bind together all of the shading. I then added a small touch of White to the flesh mix and drybrushed some light highlights onto the face, legs and hands. I added a little more White to

the flesh and a few drops of water to create a glaze that I used to strike in the extreme highlights on the face (bridge of nose, nostrils, chin). I then mixed Pink/Burgundy and Chocolate Brown Horizon Acrylic paints into a deep Rose/Brown and with a few drops of water on the end of a #0 sable brush, washed in the hard shadows of the face and hands. In order to put a real intense look on this soldier's face, I washed very heavily



under the eyebrows to sink his eyes well into his head. The sides of the bridge of the nose, under the cheeks and the temples are all good places for more shadow. When this dried, I applied Horizon's Acrylic Pink/Burgundy to the eyes and then placed an almond shape of Ivory, leaving a slight ring of pink color at the outside edges of the eye. After drying, I applied a little Pink/Burgundy wash to the Ivory to get a less vivid 'eyewhite' and 'eyelined' the eyelids with Chocolate Brown. When this had dried, I placed a small, black dot to each eye and then a dot of Horizon Sea Blue Acrylic to form the iris. After drying, the pupil of each eye was applied with a fine point brush and a dot of Black Acrylic. A small amount of Tamiya Clear was applied to the eyes for a wet look.

The field tunic was basecoated with Tamiya Field Gray and the shadows were airbrushed with Field Gray and Black. To deepen the shadows, a mixture of Black and Avocado Bon Artiste stain was applied and wiped off, leaving a deep color in all of the folds and clothing seams. Poly S Field Gray and Horizon Ivory were then used to drybrush gradually lighter highlights onto the tunic. The field cap and shorts were handled in a similar manner, using Tamiya Desert Yellow for a basecoat and Flat Earth, airbrushed for shadows. Fruitwood Bon Artiste stain was used to punch in the hard shadows and the highlights were drybrushed on with Tamiya Desert Yellow and White. The insignia and buttons were all basecoated with Acrylic Black. The buttons were painted with Poly S Pewter and the insignia with Testors Silver Chrome and Gold enamel. A small touch of acrylic Chocolate Brown was used to dull the sheen of the metallic surfaces slightly.

The leather goods like the boots, waist belt and holster were all basecoated with Acrylic Black and then drybrushed with Horizon Chocolate Brown, Caramel Brown and Ivory. Black Acrylic was then thinned with water and used to shadow in the different sections of the boots and holster. Poly S Pewter was again used to paint the belt buckle, holster latch and the eyelets and cleats on the boots.

The socks and undershirt were both



basecoated with Tamiya Light Sea Gray and then shadowed with a wash of Poly S Field Gray. The sock stripes were painted with a #0 sable brush and Horizon Khaki Acrylic paint.

The MP 40 and the field glasses were basecoated with Pactra Flat Black Acrylic enamel and then drybrushed with Horizon Steel. Small nicks of Testors Chrome Silver were used to indicate a well-used weapon. Gloss Black Pactra was used on the field glasses lens sections and waist straps.

The completed figure was then placed onto a base sculpted from a slab of balsa carving foam. This stuff is easily worked with a sharp stick or X-acto knife. I placed several furrows down the center and a tire tread mark to suggest a roadway. Using Sculptamold, I formed a small rise on the rear left corner to mark the road edge. The balsa foam was then covered with Liquitex Gesso. The base coat was airbrushed on with Tamiya Desert Yellow and White to create a light sand color. This was then drybrushed with Ivory Acrylic paint and lightly washed with a touch of Chocolate Brown. A few pinches of Tauro Sand-colored marble ballast was then placed onto the roadway and a small mix of Winter-colored static grass was placed on the raised corner. A few strands of Woodland Scenics' field grass were inserted into the rise to complete the landscaping. The finished base was then glued to a stained wooden base and holes were drilled through both to accomodate the pins on the figure's feet.

Overall, this project took about 20 hours and was a welcome return to the exactness of military figure modeling for me. An excellent sculpture like this SS Officer brings out the best in a painter, allowing you to give it the full measure of your ability.

Thank you to Warriors Scale Models, Inc. for providing a copy of their Waffen SS Officer in Italy, '44. If you are interested in this model, it can be obtained by contacting them at the address found on page 14 of this issue.

IN THE ARENA



with Steve Goodrich

Attacking Alien

The Gradebook	
Ease of Assembly	A
Sculpting/Pose	B
Box Art	B+

Hi Gang! Your first question is, 'Do we truly need yet another Aliens model?' right? If an Alien is fully licensed and drop dead accurate in detail, the answer is "absolutely"!

First up, box art: I'd generally never rate a painting cover above a B as I feel a photo is essentially more truth in advertising/selling. However, the painting, this time, is an extremely accurate representation of the kit so it rates higher.

While the kit is Halcyon's usual style of styrene assembly (no pin and hole guide locks), construction should take an hour or two at most...much quicker if you use superglue and a kicker. But filling and sanding seam gaps or lines should warrant your special attention, especially on the head. You'll want the forehead and rear dome-like surfaces of the head especially slick so it would be a wise investment to get some 400 grit wet/dry sandpaper to polish off the joints, using the 'wet' mode.

Now, the astute collector will surely notice that Halcyon has used the same body and tail pieces from their previously issued Alien Warrior with Egg kit, substituting only new arms, head and base. In a sense this can be seen as a dreadful cop-out. One, however, should take a moment to consider the thousands of dollars required to produce a new injection system mold and the money saved here! We'll forgive Halcyon this time, okay?...and give the pose/sculpting a 'B'.

Now, for the fun part. It was cheaper, as stated, for Halcyon to use existing molds so you end up with a free

closed-mouth Warrior/egg and Aliens head. As it fits the body, there's no reason not to call this an optional head rather than a redundant piece...now, don't we feel cavalier?

The Attacking head is not aligned perfectly front-to-back as is the closed-mouth option, but rather turning. Also, the mouth is open. The tongue may be constructed inside the mouth if desired, or glued at any stage from just exiting mouth to fully extended. I've left the tongue unglued in my kit as friction of the tight fit keeps the piece in place at any position. It's neat to be able to keep changing it.

The arms on this guy are straighter than his original counterpart, pointing downward and slightly thrusting backward, indicating this fellow intends to do damage with his battery of teeth alone.

The base is a modest little piece, strictly intended to make sure the Alien stands up. However, it does contain detailing, making it a matching continuation of the first kits' egg base. Three cheers for this!

Now, when all is said and done, one still can't help notice the same body, legs and tail of the first Alien. This presents no problem if you don't own the original Warrior. But if you want to display the two kits side-by-side, let's perform a little magic.

Glue the new Aliens' tail halves together and, when glue has fully cured, take a microwave-safe container (3 or 4 quart), and fill it with water. Microwave on HIGH 'til water starts to boil. Then, dip the tail 1/2 way into the water, tip end and let soak for 15 or 20 seconds. Working with potholders, so you don't burn yourself, gently, but firmly apply pressure bending tail to a new position. You'll need to repeat the steps outlined several times as the heated plastic will only move fractions of an inch each time before it hardens back to non-bending state. If you're careful and patient, you can get a completely new position for the tail without breaking it.

Now, setting Attacking Alien next to Alien w/Egg, there are just enough changes to tip the balance and truly, you now have two very different kits! Photos illustrate two variations of tongue positioning, overall look and comparison to Alien with Egg. Happy "bug hunt!"



GEOmetric's Cyclops

The Gradebook	
Ease of Assembly	A+
Sculpting/Pose	A+
Box Art	B+

GEOmetric has done us model collectors one of the greatest services yet! For all the people who have always regretted never being able to obtain (or presently afford), Billiken Cyclops - killer great news! GEOmetric's Cyclops is, in my opinion, better than Billiken's!

Of the 18 cut pieces that make up this kit, you have many options. First, you can choose either the single-horned head, or the distinctly different double-horned head to create your own Cyclops. I would suggest the former as it has a moving lower jaw piece and has more screen time in *The 7th Voyage of Sinbad* than the latter.

The bi-horned head has the mouth molded into it in a grimace. But if you have the GEOmetric Dragon, you can face off the latter version against him. Also, there's an optional right hand which can hold the single-horned version's spiked club. Decisions here make it frustrating at best...but wait, there's more! I do NOT use, nor appreciate the word "toy" when referring to Billiken's or Horizon's original monster models, first because the joints are designed so they may be posed. These are models whether you freeze and putty joints or leave them loose! GEOmetric's new Cyclops celebrates the tradition that introduced many of us "old timers" to vinyl. Giving the option is a plus to me. So you may see this kit as a pain in the rear with too many joints to seam up, or you can look at it as one you can play with and design in your own pose too. Moving joints are: lower jaw, neck, arms at shoulders, arms at elbows, wrists, waist and legs at hip.

After all this, assembly is, in fact, easier than most kits in that GEOmetric contracted with Max Factory in Japan to actually mold and cast this kit. Max Factory, interestingly or not, has always been my personal favorite Japanese company in the vinyl arena! This is a show-stopper in terms of a winning team effort.

Pose aside, as it's up to you, sculpting by Mr. Izume Takabe is something to break out your best bottle of wine over! Mr. Takabe has done this one-eyed wonder the best justice yet. Virtually every single face, torso and arm scale, wart and vein are properly placed. AS well, fur 'clumps' on legs which Billiken addressed, are taken a step further by an overlay of fine, hairline detail work. The teeth are much sharper and eye detail is as crisp or crisper than Billiken's.

Now I've at least, finished the majority of Harryhausen Cyclops kits going. It can be argued that some smaller resin versions contain more detail. This would mean more detail than Mr. Harryhausen's original model used in the film! Nope...I'm sorry...for the price, size and options, this is the best bet going!

Now, the box: for those of you who even care, is a splendid one! It is gloss black with attention drawn to the color photographic cover. I love the box size and black theme of GEOmetric's boxes! But I feel in this particular instance,

the photography may lead a potential customer to believe the Cyclops' head is a bit too large. Believe me, this just ain't so!! The anatomy Mr. Harryhausen created for his Cyclops is rendered perfectly in the model! Sometimes you just have to trust your reviewer when you want more than an ad to decide on what to buy when. Well, I try hard in general. But in particular, I'm a Harryhausen freak and feel I have a special right to discuss his work with the best of you!

A cute little note is that the box states that the Cyclops is in 1:6 scale. This would mean that the kit would be about 12 feet tall. Actually, they meant a 6' man would equal the Cyclops. I love this sort of thing! A call to Geometric resulted in an "oops!" Actually, Cyclops is roughly 1:24 scale, in direct scale to GEOmetric's Dragon.

In closing, I think it can be safely said that it's so easy to adore GEOmetric because they started out a tiny garage kit company producing resin and made it big time. But George (Stephenson - President & General Counsel of GEOmetric), and his crew never forgot their love of the hobby and are one of the few huge corporations (period!) going who still count on and care about what their customers think. So, 'til next time, we'll throw another sailor on the 'barbie' for all our new readers and extend a big 'c'mon in and party with us' to all our old readers!



Artist Bio-Sketch

NAME: Steven Goodrich
AGE: 43
FAVORITE KIT: The Hydra
FAVORITE PAINT: Gare
QUOTE: "Resin is as resin does."
FAVORITE SCULPTOR: Tom Kuntz
FIRST KIT: Aurora's Frankenstein
FAVORITE TECHNIQUE: Chalking

THE MUNSTERS

A Look at Some of the Wonderfully Weird, Wild & Wacky Model Kits Based on One of America's Most Lovable Television Families! *by Fred DeRuvo*

The Munsters - when you think of that show, you no doubt think of lovable Herman, protective Lily, Mad Scientist Grandpa, Wolf-Boy Eddie and the only one of the bunch who was 'normal' - Marilyn. Unlike many of today's T.V. families who have made a fashion statement out of constantly ripping each other up one side and down the other, *The Munsters* were a strong, cohesive unit, albeit a strange one. Their care and concern for one another was obvious, extending all the way to the 'ugly duckling' Marilyn.

Shop (700 E. State Street, Iola, WI 54990, Tel: 715/445-2214 FAX: 715/445-4087), you're certain to find what you're looking for eventually. It will, most certainly, *not* be cheap, but it all depends upon how much things are worth to you.

A few years back, Charlie Stoddard (Plastic Age Concepts, Inc. - formerly Tech Toys & Collectibles - 782 Nicholas Place, Rahway, NJ 07065 Tel: 908/382-0200), had a world-wide rights, two-year exclusive to produce a licensed *Munsters* house based on the blueprints for the actual house on Universal's backlot. This

kit."

This particular kit was released in conjunction with the 25th Anniversary of the original show and Stoddard estimates that roughly 500 house kits were sold during this two-year period. The house was created in close to a 1:25 scale so that the AMT model cars could be placed out front.

During this same time, the revamped, up-to-date version of *The New Munsters* had made its way to our T.V. sets, starring John Schuck and Lee Meriwether as Herman and Lily respectively. Even though the show flopped and was unceremoniously cancelled, the merchandise kept coming. AMT/Ertl re-released the two model cars from the 60's that became famous on the show - Grandpa's Drag-U-La and *The Munsters'* Koach, in plain white, cardboard boxes. These were only available through their newsletter, **The Blueprinter**, and only for a limited time. You'll still find these reissue kits (and their original counterparts), at various shows and sometimes in the previously mentioned publication, **The Toy Shop**, as well as others, if you look hard enough. But then, some treasure is worth looking for.

Out of all the models ever produced based on this family from Transylvania, probably these cars are the most famous and well-remembered from the show. What boy didn't want his own Drag-U-La or Koach to drive around in? Well, the next best thing was having the model to make your own action-oriented *Munsters* episodes. The original cars used on the T.V. show came out of George Barris' shop, Kustom Kars. If you read our Issue #3 (sold out), you now know that it was Tom Daniel, while working for Barris during this time, who actually created the design for these cars and eventually became a huge success for Barris.

A number of other kits have been produced, mainly by small,

"Unlike many of today's T.V. families who have made a fashion statement out of constantly ripping each other up one side and down the other, the Munsters were a strong, cohesive unit, albeit a strange one."

This particular 'sitcom' ran in the early 60's and created a sensation, not only in the American home, but in the toy market, and in the area most appreciated by us, the models. We benefited greatly from the lovable weirdness of this strange family.

As a kid, I remember building (although never painting) *Aurora's The Munsters Living Room Scene* from 1964. It was and remains a classic kit. I simply left it in its original two colors, black and gray, and placed it on the shelf.

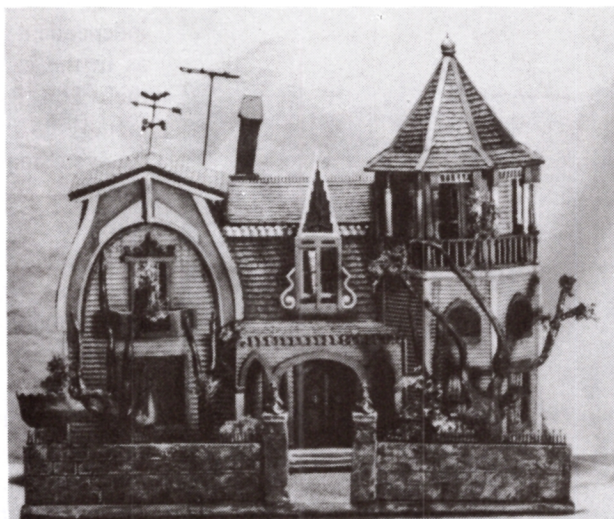
Over the years since *Aurora's* first plastic rendition of this famous family was produced, there have been a number of *Munsters* kits that have become available from time-to-time. In the remainder of this article, we'll be presenting some of them to you. The only difficulty is that, most of these have long been out-of-production, although if you look hard enough at shows and in publications like **The Toy**

kit contained 46 pieces, including two front wall sections and a hollowed out base for lighting if the builder chose to do that. Spot's tail was also included. T.V. antenna and weathervane as seen in the pictured kit were not included. (*By the way, this beautifully built and painted kit in the picture was done by none other than David Fisher of Model Mania.*) The house also came with a sheet of ripped up 'curtains' for decorating the windows.

This model was the very first model kit Stoddard ever produced on a grand scale such as this. "I sort of knew my way around as far as casting goes," relates Charlie. "I based my retail price on the resin I was using, which was a slow curing resin. However, when the orders started coming in, I couldn't keep up with demand, so I switched to a better, quicker curing, more expensive resin, but kept the price at \$89.95 for the



Aurora's Munsters kit, built & painted by Scott Kapellusch



Stoddard's licensed Munsters' House built & painted by David Fisher

Mr. Karl Silvera

Mr. Karl Silvera worked as Fred Gwynne's make-up man during



Karl and Fred on the backlot between shots; photo courtesy Kevin Burns

the show's run. "Fred," relates Mr. Silvera, "was one of the most wonderfully funny men I've ever had the privilege of working with. He was just fun to be around."

Working as Herman Munster wasn't an easy task explains Mr. Silvera. "We worked on the backlot at Universal, which was a lot bigger in those days. It was extremely hot and to make matters worse, Fred had to wear the Herman suit complete with padding to make him appear even bigger than he was. Well, the suit didn't breathe well and in-between shots, Fred could be seen with an air-compressor hose stuffed up the sleeve of his jacket and a cold glass of Lemonade in his other hand. The air that was blown into his suit would cool him off, because you couldn't just stop and take the costume off between shots. It would take too long, so Fred devised this way of keeping himself cool."

"Fred and Al (Lewis) had worked together in New York on the old *Car 54, Where Are You?* series that had been filmed right in the heart of the Bronx. When they were initially asked to come and play the parts of two of the Munsters for the pilot, neither of them thought that the show would last or even have a chance to succeed," explains Mr. Silvera. "They quieted the fears of the first actress who played Marilyn by telling her that the show probably wouldn't be bought. She didn't want to be committed to a long-term contract so far away from her boyfriend who lived on the East Coast."

Well, T.V. history tells us that the show was a success and in fact, can still be seen in reruns around the country, if not the world, on a near daily basis. The show worked.

"I think the reason that the show was successful," states Mr. Silvera, "was because it was a show about a family that cared for one another and it was obvious. Even Marilyn was protected by the other members of the family, even though she was often thought to be the outcast or misfit. This was a family unit that stuck together, unlike many of today's T.V. families."

"I enjoyed working with Fred immensely continues Mr. Silvera. I wish he was still with us. I remember on one occasion while we were in Macy's Thanksgiving Day Parade, Fred and Al were sitting on the back of the Koach. It was extremely cold and to warm himself, Fred had had a bit too much to drink. Well, as the parade moved on, he started singing louder and louder and also using some off-color language too. I was in the front of the car and I had to keep turning the music up louder and louder to drown him out. Finally as we drove to the front of the stand where Betty White was sitting as one of the announcers of the parade, Fred looked at her and with a big grin on his face, swore right at her! Well, Betty was absolutely shocked and the filming was live, so I'm not sure if they were actually able to cut that part. It was so funny though, because that's the way Fred was. He felt terrible later and apologized profusely to her. I think she thought it was funny too, even though it took her by total surprise. He was full of life. A wonderful man to work with. I miss him terribly."



From / to r: Karl, Fred & Al (Lewis) hamming it up; photo courtesy Karl Silvera



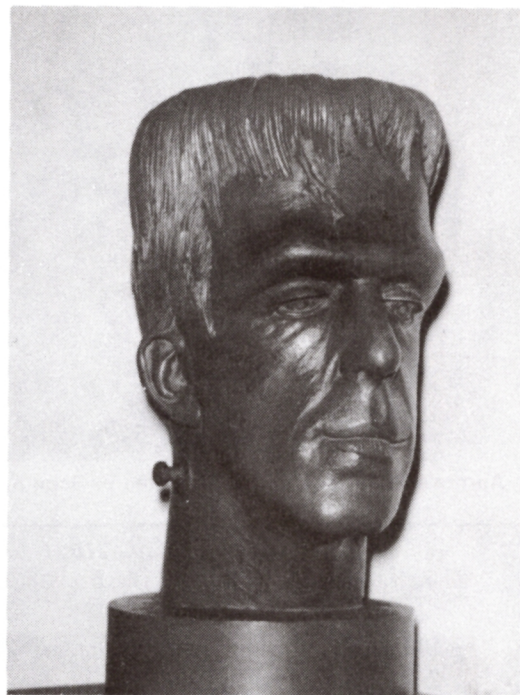
Phantom's Hot Rod Herman from Japan, built & painted by David Fisher

independent garage kit producers as in the case of Phantom and their Hot Rod Herman figure model, shown in the picture.

Even though the Munsters are no longer a weekly series, except where it can be seen in reruns, we are constantly aware of their presence through some of the models that have been created in their image.

Which ones do you have? Have you done any customizing on an existing one, or have you done something from scratch? If you have, send in some photos and we'll try to show them off for you in an upcoming issue.

In the meantime, enjoy what's been created for modelers everywhere!



Herman head; positive pour from a stuntman mask. Photo courtesy Alan Friedman



Original ad for the Munsters car kits (1965)
(Courtesy Model & Toy Collector magazine)



Tony Mariano's 1:16 scale scratchbuilt Munster's Koach

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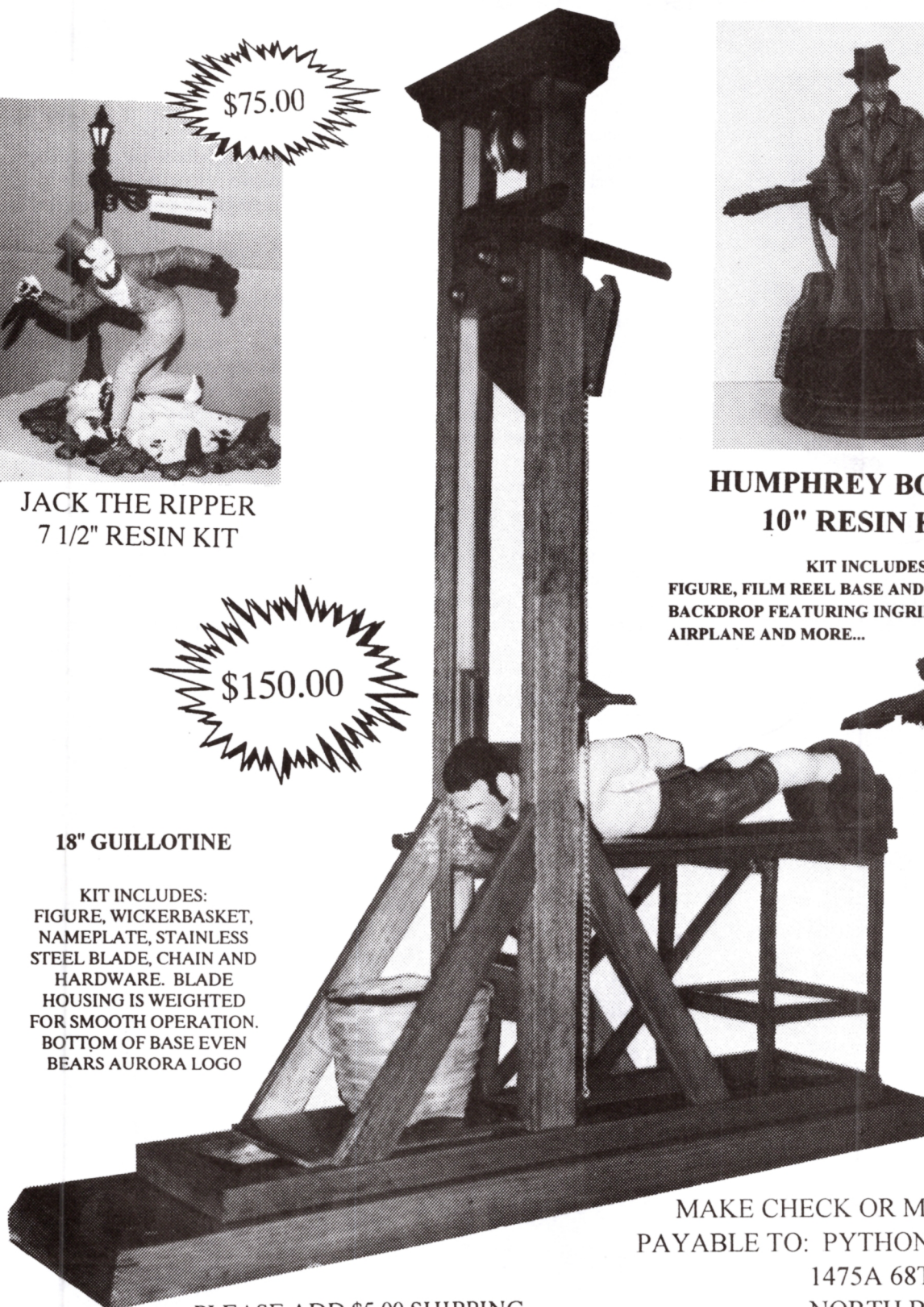
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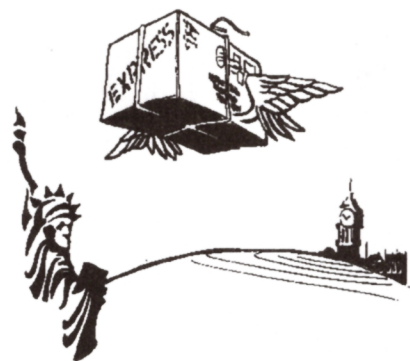
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They Came From... Across the Pond

A look at the U.K. kit industry with
the Publisher of DRONE newsletter:

Andrew Hall



Mr. White 1:6 scale kit w/base

Okay, I hear you say, 'What's all this about?' Well, here in Britain over the last three years there has been a steady growth in originally sculpted and produced garage kits. Perhaps it is time that you knew about them and what you have been missing? In fact, Mark Schaefer, in his Predator articles (cf. The Modeler's Resource, issues 7 & 8), mentions a few of the growing band and I hope that I can enlighten The Modeler's Resource readers as to what is available and also provide comments on the kits themselves.

Your next question is "Who's this Andrew "Mad Dog" Hall and what does he know?" The answer is that I am the founder, editor, contributor, tea-boy of the U.K. based FILM & T.V. MODEL CLUB, est. 1992. We are a bunch of modelers who, by way of our newsletter - DRONE - pass on hints, tips, honest, no-holds barred reviews of sci-fi, fantasy, horror figures and vehicle

kits. This means that I have access to a wide range of kits and both good and bad news about kits and I hope to be able to pass on some of this info to you.

Unfortunately, due to re-casters, the U.K. has had bad press amongst American G.K. producers and I hope to put the situation back on track by showing you the 'good guys'. Therefore, (I'll get the plug out of the way now), any American Producers who wish to get their kits advertised in England get the news to me, samples and info always accepted. See F.T.V.M.C. advertisement for my address. I digress. It is now fitting that I pass on some handy information which should aid you if you decide to contact any of the folks I'll be mentioning, so make notes now because there will be questions later!

1] Always include two International Reply Coupons (I.R.C.'s) if you want an answer. If you do not get a reply, then don't blame me!

2] Prices (unless otherwise noted) are in **Pounds Sterling**. Cheques, Money Orders **MUST** be made via a U.K. based bank, i.e. Barclays, Lloyds, Bank of Scotland. Even a U.K. based

travel agent may be able to help you.

3] U.K. garage kit producers are usually one or two-man outfits. Things do take time.

4] Air-Mail is the only way to get across the pond.

5] If unsure, ask for a phone number. We do speak the same language.

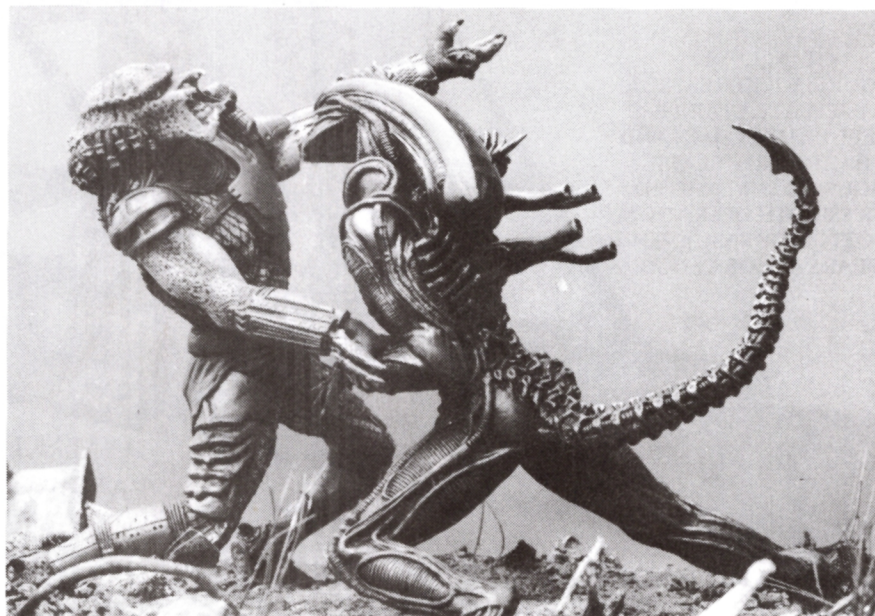
6] Home Improvement is the best American comedy show...controversial!

7] If an item does not have a contact address (I'm going to regret this!), then you can write to me direct and I will pass on your letters - Please remember first bit of info above!

8] Due to the way in which the U.K. market is developing, you will often get the rather odd situation where a sculptor has a trading name and joins forces with one dealer/trader or outlet who does the selling. You could almost say an in-house sculptor. This amalgamation is a direct result of some dealers being primordial slime and greedy to boot! It does offer an amount of protection to the sculptor who then does not have to think about selling, attending shows, etc.

9] In some publications, you will see the term 'expert' modeler...remember that an 'EX' is a 'has been' and that a 'spert' is a drip under pressure!

10] This is really a point of interest. With the way exchange rates work, it is quite



Chris Moody's "Genocide"

pointless of me trying to do the conversions because the darn things change so fast. You may see a sterling price and say 'that's jolly expensive!'. I have done a bit of the old detective work which may change your minds. Here are some prices from a recent publication, prices in sterling first followed by what you pay (approx.):

	Pound	Dollar
11] Screamin's BOBA FETT	54.99	- \$50.00
12] Horizon's Gillman	42.99	- \$38.00
13] Dark Horse's MASK	140.00	- \$120.00
14] Geometric Medusa	90.00	- \$64.00

15] So you will see at once that we are paying a lot more for our kits. This all helps Mr. Recaster. We are paying a 'pound' to the 'dollar' ratio if not a lot more.

16] I am a big fan of the Detroit Lions; I support the underdog. If you took the time to compare the U.K. garage kit market to the current American market and crossed this with American football (and you do, don't you?), then we would be the Lions and you would be the 49ers. I say 49ers rather than Dallas because I was at Wembley and saw the Lions draw with Dallas...felt warm all over!

17] Also worth remembering is that true garage kit producers are just as much kit fans as you or I - perhaps they should remember this too. That's enough babble...now down to a few kits!

First up is **Genocide**. This stunning two figure kit is influenced by the Dark Horse Comic "Aliens VS Predator" and is sculpted by Chris Moody under the trade title "Resin Heaven." The kit is 1:6 scale and cast in bubble-free cold cast porcelain - no seam lines - with very crisp detail. There is a photo box with signed and numbered certificate as proof of authenticity. The Predator has twelve parts all of which require hardly any work prior to building, even then you will only need a small amount of putty for the arm joints.

The Alien is more of a variation to the movie ones, the back 'tubes' curve the other way. I found that I had to do a bit of work on the teeth and inner jaw but that is me being a big Alien fan. You will note that the figures form a rough triangle, from the Pred's raised left arm to the 'ground' is 30cm or 12 inches. I am sure you will agree that the kit shows all the action of a life and death struggle. There is no point in me saying how good the sculpting is. JUST LOOK AT THE PICTURE. At the price of 85.00 (not inc. p + p to America), this is a fantastic kit and for those into statistics, it is the third U.K. processed two-figure kit. A base and a female human are also planned to complement **Genocide**. Contact Resin Heaven at: **Resin Heaven, 4 The Minorities, Henley Street, Stratford-Upon-Avon,**



The Hunt, by Vic Door



The General, also by Vic Door

Warks, CV3 6NF, U.K.

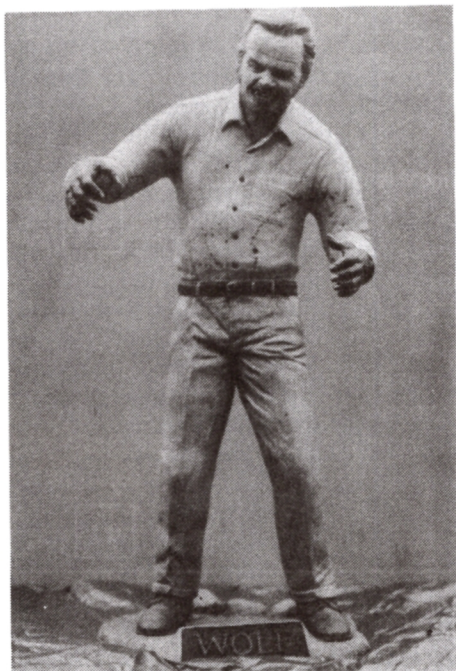
Next up are Niser's two Planet of the Apes figures. **The Hunt** and **The General**. Both kits are sculpted and cast by Vic Door who is probably the U.K.'s biggest independent sculptor. The Hunt features an Ape Soldier holding a rifle and net. It comes with a very detailed cliff top base. My claim to fame is that I named the kit. He has 6 resin parts and stands about 12 inches high. A fully detailed destruction sheet is also provided along with a full colour box so you can't go wrong (well, you can if you try hard enough) and the detail, especially the face is really good. When building, you may wish to slightly change the position of his gun hand but other than that, it is a good kit at an affordable price - about 40.00.

The General is none other than Ursus, he has 4 parts and a base which features steps as seen in "Beneath the Planet of the Apes. He is in scale to The Hunt, so a multi-diorama is not impossible. Again, there is a full-colour box with detailed destruction sheet. Only point you would think of changing are the teeth, the fact is he needs a bottom set of gnashers and putty will do the job. Once again, like all of the Niser kits, it provides good value for money and is around the price of 40.00. With the new Arni Apes movie due, all Apes items will become collectible, so you've been warned.

Paul Fay, who runs Invaders Models, has produced some fine likenesses in his past work: an uncanny **Harrison Ford** bust from Blade Runner, a brilliant **Kahn** bust from Star Trek, **Linx** full-figure from Dr. Who, amongst others. His latest kits are a 5-part **Crow** figure (approx. 39.00), a deformed **Tuskan Raider** which is really neat (it matches the Mad Labs kits), and a full-figure kit of Jack Nicholson as **The Wolf**. The Wolf has to be one of the best likenesses to Nicholson ever produced. It stands about 15 inches high and should cost approximately 40.00. Paul can be reached direct at: **Paul Fay, 48 Boston Avenue, Runcorn, Cheshire, WA7 5XF, England** (and remember my first point in the bulleted list).

Changing from limited productions to "one of" work there are two names which spring to mind, the first is sculptor Jason Brookes (who does commission work), his **Medusa** figure is a stunning example of this. He is also doing a few items which shall be produced for the F.T.V.M.C. The first is a 'Visitor' bust from the T.V. show "V." The second will be a full-figure of a woman with a 'smart gun' who wears a headband - wonder who that could be? He has also done puppets for Animation and some 'one ofs' are now in the hands of none other than Clive Barker!

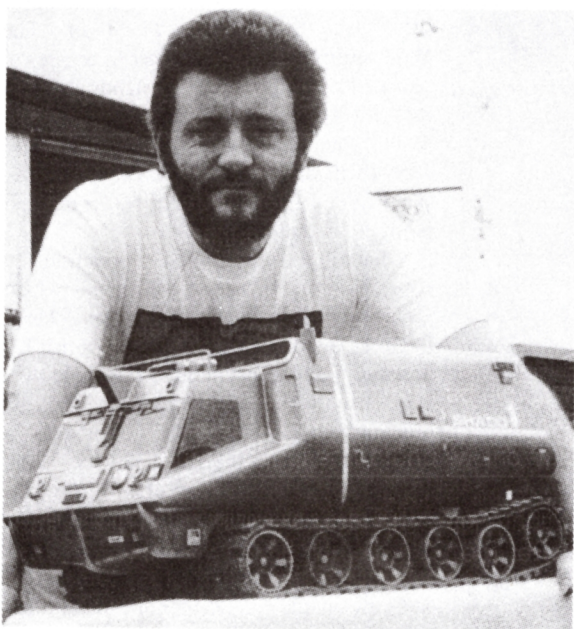
The second person to mention is Ian



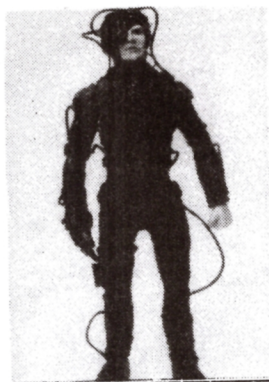
Paul Fay's "Wolf" kit

Lawrence. He specializes in producing made-to-order spacecraft, weapons and as you can see with this two-foot long Shadow Mobile from the Gerry Anderson show "U.F.O." vehicles. The Mobile is now available as a kit and will have approximately 60 parts. He can also provide a radio controlled version with radar and cannon!

At the moment, Ian is working on a lit A.P.C. interior with a new 'open door' panel for Halcyon's 'Aliens' A.P.C. and various lighting kits for all ERTL Enterprise kits. Never one to sit down, he is also producing a four foot long Eagle Transporter from



Ian Lawrence's Shadow Mobile



1:6 Scale "Borg"



1:6 Scale "Imperial Scout"

SPACE 1999 - where would you keep it? Ian can be contacted direct at: **Alfa Modelmakers, 85 Hamilton Road, Gillingham, Kent, ME7 1QL, England.**

Star Trek fans have not been forgotten by sculptor Mark Towler. Along with a couple of other people, Mark is part of "Resinators" who sell their kits via The Star Wars Emporium. Their addition to the Trek world is 1:6 scale **Borg** figure, a female **Klingon** and a **Cardassian**, all to scale with Geometric's range. I have just completed a Borg. It is a 4-part resin kit which comes with a bag of PVC coated wire which you can use where you want to create a unique Borg - along side Loctus, it looks very impressive. A wealth of detail and like the other kits should be 39.99, however for a truly impressive figure, watch out for "**Mr. White**" with guns-a-blazing. A super likeness of Harvey Keitel (from Reservoir Dogs), which will cost about 46.00. To find out more you can write to: **The Star Wars Emporium, 95a Upper St. Giles Street, Norwich, Norfolk, NR2 1AB, England Tel: 01603 219750.** The good news is



that they accept credit card orders and have a large stock of their U.K. garage kits - tell 'em who told you.

The final kit for this article has to be Jeff Page's **Frankenstein**, inspired by Robert DeNiro's character in the recent Brannagh movie. Cast in 9 pieces (resin and white metal), it stands 16 inches high. I'm sure you will agree with me that the facial detail is as good if not better than another kit I could mention. Frankie is 64.99 and a limited run. To get your hands on one, you want to be contacting: **Jeff Page, 3 Coppid Hall, Essex, RM16 1UE, England Tel: 01375 378700.**

So, if you have any problems contacting any folks mentioned, I will pass on your letters. Any American Producers who want some help over here, drop me a line (bribes always accepted) and I'll see what I can do for you. Finally, remember that this should be fun - may your glue tube never harden!

Best wishes,
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A Trip to the Moon
Blood Beast
Evil Demon Medallion
Edison's Frankenstein
Santa Claws for Bad
Children

The Crow
Jack the Wolf
Bases...

Slate/Flagstone
Rocky
Dressed Stone

Dark Horse

Wolfman
Predator II
Madman
Mummy
Frankenstein
Bride of Frankenstein
Invisible Man
The Mask
Nixon
Alien III
Bone
SALES ON ...
Bowen King Kong
Harryhausen King Kong
King Kong Bust

Death, Inc.

ERTL
Bird of Prey

Generations Enterprise
Star Destroyer (fiber optic)
DS9 (fiber optic)
B-Wig (gold finish!)
X-Wing (gold finish!)
Tie Interceptor (gold finish!)
Slave I
Reliant

GeoMetric

Medusa
Medusa Base
ET Skulls
Shadowhawk
Cyclops (vinyl)
Ymir (vinyl)
Pumpkinhead II
Romulan
Klingon

Grey Zon

Alien Skull
Predator Skull (w/bladebase)
Terminator Skull (w/lights)
Terminator Arm
Cyclops Skull

Halcyon/MRC

Predator
Attacking Alien
Judge Dredd
(Stalone likeness!)
Judge Dredd
Judge Anderson
Judge Death
Ra (Stargate)
Horus (Stargate)
Anubis (Stargate)

Horizon

PAINTS...
Steel
Cable
Ra (Stargate)
Horus (Stargate)
Anubis (Stargate)
Mach 5
Gigantor
Batman Characters
... Plus many discontinued!

Inteleg

Spawn
Great Cthulhu
Zen, Intergalactic Ninja
The Crow

Janus

Man of a 1,000 Faces
... plus others in this series
Hunchback (Chaney)
White Zombie
Hideous Sun Demon
Man/1000 Faces Print
& Stationary.

Lunar

Elasmotherium
T-Rex vs. Triceratops
T-Rex, Zallinger
Anklosaurus
Brontosaurus

Carnotarus
Pachyrhinosaurus
Mamenchiosaurus
Allosaurus/Bronto. Skeleton
Knight

Shrinking Man
Chasmosaurus
Roswell, 1947
Teenagers/Outer Space
Children/Spider Country
Classic Martian
Caveman Diorama
Second Chance Alien
Planet X Diorama
Saucerman Diorama
Island Earth Diorama
...plus many more!

MacroTrek

Nebula Class (entire ship,
two kinds!)
All Good Things Enterprise
Conversion kit
Miranda Class
Space Dock
Cardasian Scoutship
Romulan Scoutship
Nebula Conversion kit
Ferengi Marauder

Mad Lab

Dragon's Teeth 1
Dragon's Teeth 2
Shrunk Heads...
Creature and Franky
Land Beyond Time
Playset

Dead Heads
New Tiny Terrors! (Ymir...)

Miniations Prod.

Demolition Cop
Cyborg Killer
Desire
Agent X (MTV)
Struggle (Vasquez/Alien)

Monogram

Creature/Black Lagoon
Phantom of the Opera
Flying Sub

Night Life Prod.

Binster
Razor
Victoria's Secret
Mountain Gorilla
Resin Dogs/Reservoir Dogs

Polydata

...painted/not assembled...
Luke Skywalker
Obi Wan Kenobi

Revell

Batmobile (Batman Forever)
Batwing (Batman Forever)
Batboat (Batman Forever)

Saurian Studios

Screamin(all scales!)

Target Earth
Attacking Martian
Air Assault Martian
Slaughter in the Streets
No Place to Hide
Terror in the Sky
New Elvira
Bettie Page Jungle
Tusken Raider
Boba Fett
Storm Trooper
C3PO

Ming the Merciless
Dracula Old Man
Frankenstein

Shape of Things

Johnny Quest
Prof. Quest
Hadi
Race
Bandit

Skyhook

Day/Earth Stood Still
All Good Things Enterprise
Conversion kit

Martian

Soldat

Opera Dweller
Mars Man
Trampella
Troll
Bases
Monster Bust
Android Huntress
Harlequin
Robinhood
Ann
Female Federation Officers

T & T Prod.

Testors

UFO

Thomas Models

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Wayne "The Dayne"

Hansen

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Doc TO THE RESCUE!

~ A Back to the Future Diorama by Rudd Ruana

Before the AMT/Ertl Delorean kit was available, I was planning to convert Testors Nissan MID4 kit. The basic dimensions are the same. Thank goodness I didn't start.

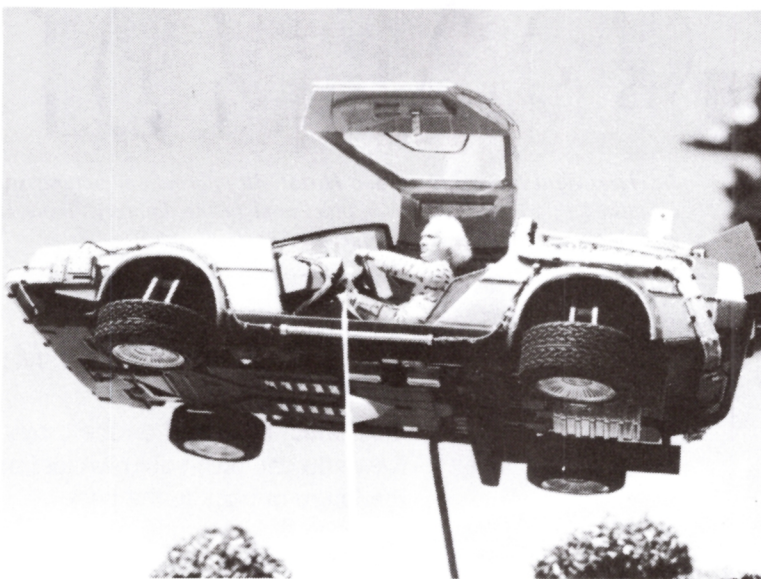
I started thinking diorama (with respect to Back to the Future), after completing my first figure of Bill "Maverick" Golden to drive my restored "Little Red Wagon" in wheelie position. Bringing old together with futuristic for the diorama came to mind. (I have built many antique automobile kits). The search for a Testors '48 Ford was on. Summer of 1992, I found the kit at a Sacramento, CA Auto Modeler's Swap Meet. The kit had the optional pieces for Biff



Tannen's 1946 Convertible. This kit was essential for my Back to the Future project.

Tamiya's Campus Friends figures and Fujimi's Mechanics set were later purchased to use as Biff, Marty and Doc in the diorama.

The Delorean and the '46 Ford were only together for 2 scenes in Back to the Future II. I opted for the climactic tunnel scene I call, "Doc to the Rescue." I started the project around January of 1993. My best reference materials were provided by good friend Charles May, consisting of photos of the film car taken at Universal Studios and a set of Topps BTTFII collector cards.



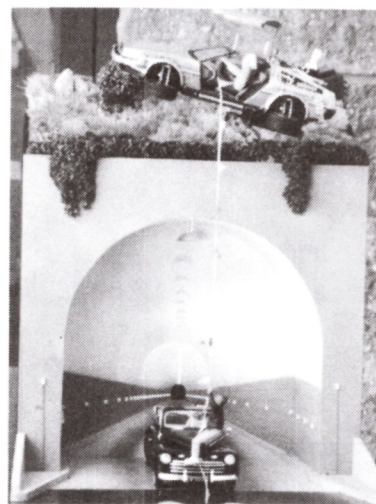
installation of real wiring.

For the figures, both Marty and Doc are a combination of the Friends and Mechanics sets. Their jackets were formed using aluminum foil and putty.

This was my first attempt at building such a complex diorama, with a building structure (tunnel). The tunnel turned out to be 12" X 12" X 14" high. For the main structure, I used 5 feet of vinyl laminated press board shelving. Poster board lining was also utilized and I used black poster board for covering the sides and back. The slope of the hill on top of the tunnel was creating using Styrofoam over which I used paper mache, although here I experienced some shrinkage problems when it dried. The rocks are real and the grass is from natural bristle paint brushes washed in a green enamel. For the bushes, I used twisted wire, steel wool canopy covered with parsley flakes and then clear coated. The vine is a 3M Scotchbrite pad covered with mint flakes. The tunnel is painted with a single-action airbrush and the hanging lights at the tunnel entrance are from small plastic eggs.

Marty needed a Hoverboard, so I scratchbuilt one. Anyone familiar with the scene knows it's not a complete shot, so the tunnel dimensions and vehicle positioning began as the automobiles neared completion. The tunnel is about 1/2 scale size. The entire project took about 14 months. This model diorama took 4th Place in Diorama Class at the 1994 Greater Salt Lake Model Car Championship.

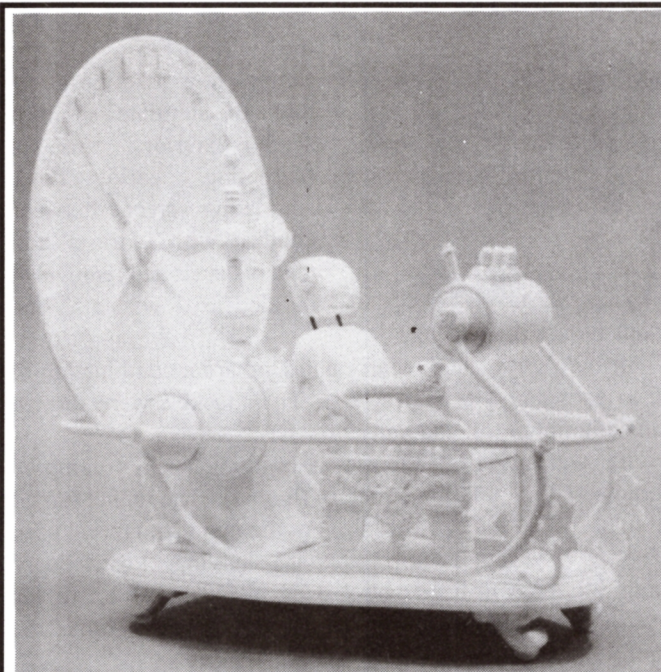
Biff's '46 Ford Convertible is box stock except for the fabric convertible top, fabric carpeting, license plates and Monogram Predicta tires. Doc's Delorean was modified by opening his driver side door, increasing the dimensions for the figure, how to figure out how to simulate stainless steel exterior, use of 'carpeting' carlot flags, simulating screens between conduit with Letraset dot-matrix decals and removal of molded-in wiring and





COMING AT YOU!

Dealers/Manufacturers Please Note: All information/pictures/samples for this section must be submitted by November 1st for placement in the January issue (as room permits). Anything received after this date will be placed in the April issue.



From Lunar Models...

their latest kit based on the movie *"The Time Machine"*. Now you can own your own kit from this classic. Fly into the future or back to the past.

Since we own one of these kits, we can personally attest to the fact that this is a superb and faithful rendition of the movie machine. Flash is virtually non-existent. You will thoroughly enjoy building this kit because it is richly detailed down to the knobs and side moldings.

The model is in 1:12 scale which makes the dish 8" in diameter. It retails for \$139.00 plus shipping. For more information on this and other kits, contact: **Lunar Models, 106 Century Drive, Cleburne, TX 76031 Tel: 817/556-0296 FAX: 817/556-0298**



As we mentioned in our last issue, the folks at **Playing Mantis** will shortly be re-introducing a couple of old, but not forgotten classic Aurora kits: **The Mummy's Chariot** and **Addams' Family Haunted House** (the latter licensed by 20th Century Fox). As previously stated, these kits will be produced in gray injection-molded plastic, not resin, from recently created new metal molds. They will come in full color, Aurora reproduction boxes (except for the Aurora logo which will say "Polar Lights" instead). All Aurora markings and logos have been removed from the plastic parts on these new kits.

Initially these two kits will be available exclusively through **F.A.O. Schwartz** Catalog Department (call **1-800-426-TOYS** to get a catalog), by late Oct/early Nov for somewhere between \$40 - \$60 each, and then the plan is to reissue them in a glow-in-the-dark "Frightening Lightning"

series at outlets like Toys 'R Us, WalMart, K-Mart, etc., for a reduced price of around \$10.00 each sometime in 1996. The fact that Mr. Thomas Lowe (President of Playing Mantis) has taken a great deal of money to bring this all about should warrant considerable appreciation from us. He also indicates that other highly sought after Aurora kits will follow these depending on how these sell.

Here's the deal folks: spread the word and support this effort to bring back some of these out-of-production kits. If these don't sell well, then we can kiss the chance of seeing any others good-bye long before they even make it to the molding process, but if the numbers are there in the sales area, we were assured that we won't be disappointed with the next set of kits to come after these! Believe me when I say that these will be kits you will want to have!

Keep tuned to the pages of **The Modeler's Resource** for more details. In the meantime, tell everyone you know who's remotely interested in these kits and call that number to get a catalog and/or order your kits. Thank you.

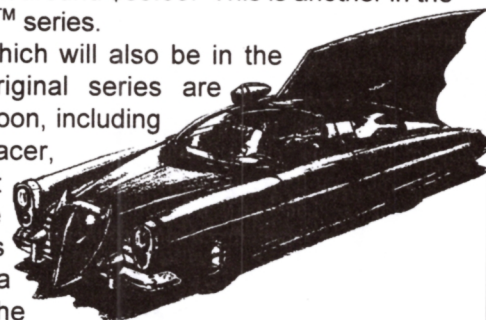


From Horizon...

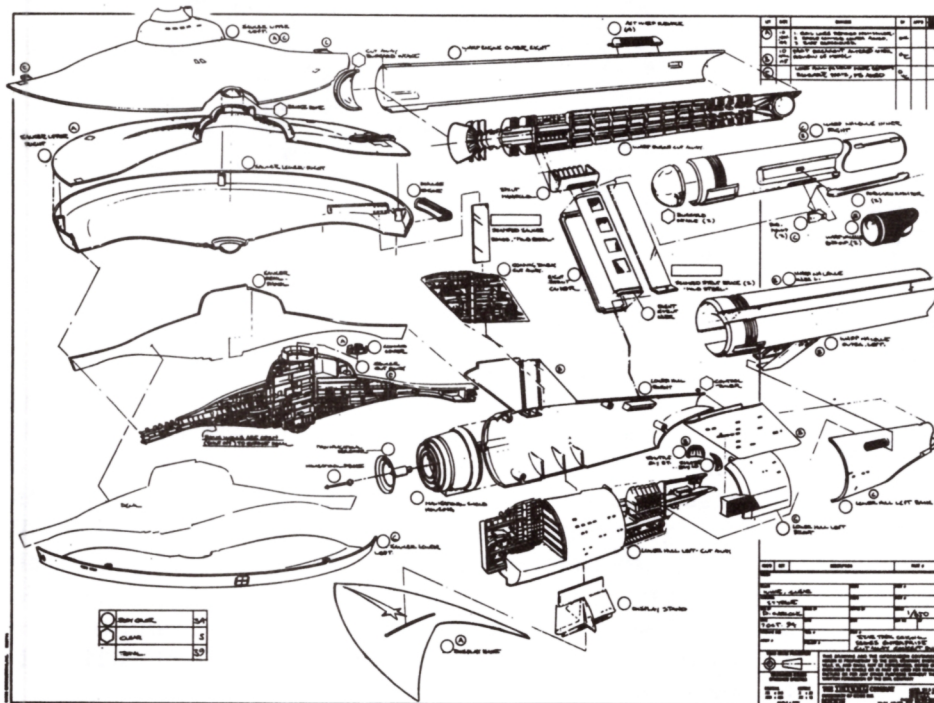
Ooh, what a babe! What you're looking at is the new **Sil** kit, based on H.R. Giger's creature from the movie "Species", that will soon be out from **Horizon**. The pictured kit at left, was professionally built and painted by none other than Tom "Beyond the Bare Bones" Gilliland. Pictures of this kit in blazing full-color adorn the model box. If everything has been going up to speed, this kit should be out by the time this hits the newsstand.

The kit, sculpted by Toshi Usui, is done in 1:8 scale, standing roughly 10 inches high, and comes with two head variations, one with mouth open and one with mouth closed. It includes a base with 24 pieces total and retails for right around \$89.99. This is another in the Horizon Solid Model Original™ series.

Other kits by Horizon, which will also be in the continuing Solid Model Original series are promised to be on the way soon, including the new Mach 5 Speedracer, which should also be out now, (with a new retail price of \$69.95), the 1950's Batmobile in 1:24 scale and a 1970's Batplane, as are the beginning series of Bat-figure kits. The 1950's Batmobile. Actual kit may differ.



We want to mention this event as a starting point, but we guarantee that over the next couple of issues, you will be receiving all the information you need regarding this stellar event. First up, there have been a couple of changes connected with this party. The show has been moved from March to **May of '96**. The reason for the change is that the event itself has been moved to the **Pasadena Convention Center - 14,000 square feet** of dealer space! Hooah! There will be a separate room for the Mad Model Contest and an adjoining room as a theater of sorts, but all of the dealers will be in the one large room, which will make everything very accessible. You will be hearing quite a bit about this event in upcoming issues of **The Modeler's Resource**. We've said it before, but this event gets bigger and bigger each time, thanks to the efforts of the folks at **Sideshow, Inc.**, the show's main promoters. See ya there!



The Ertl Co. presents...

a totally new version of the Star Trek kit that started it all: The **U.S.S. Enterprise...in Cut-A-Way!**

This model will be produced in 1:500 scale, (making it over 22 inches when built). This particular Enterprise will have ***pull-away sections*** to show the interior of various parts of the ship.

The picture at left is NOT the final version to be released sometime after the first of year. There have already been some modifications, however, Dave Carlock assures us that the level of detail remains the same as shown.



MRC just produced the model version of the **UH-1C "Huey" Heavy Hog** in 1:35 scale. We do not claim to be military experts, but we can attest to the fact that the parts are virtually flash free, the booklet that makes up the instructions is very in-depth and detailed listing everything that is needed from painting supplies, to finishing supplies.

Throughout the instructions, many "pro" tips are highlighted in case you want to be challenged to go the extra mile. This kit boasts a ton of features like: smoke and hand grenades, 2 fire extinguishers, 3 first aid kits w/decals, gunsights, headlight and landing light, flexible PVC ammo chutes, highly detailed T53-L-11 Engine, pilot and co-pilot figures, crew chief and door gunner figures, M5 40mm grenade launcher turret, rank and unit decals for all figures...plus more!

You can look for this to be reviewed in an upcoming issue of *The Modeler's Resource*, but if you're into this type of kit, you don't have to wait because it's available now. Check with your local hobby/toy store for pricing.

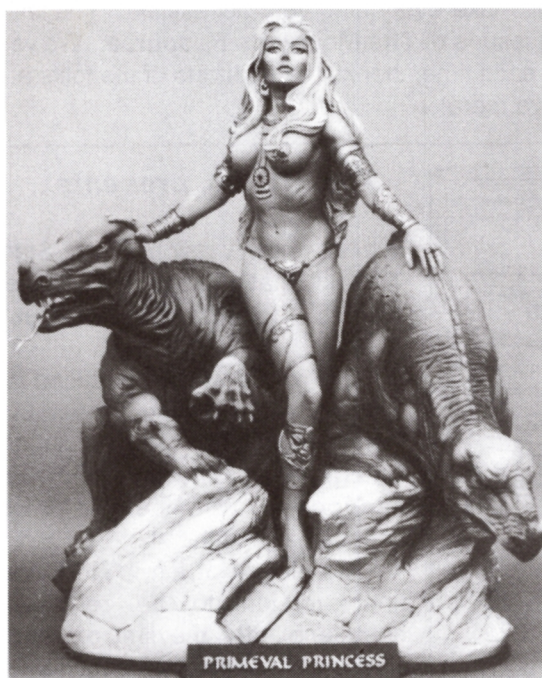


From Monsters in Motion

Brinke Stevens has one. Linnea Quigley has one. Now Monique Gabrielle has one too. What is it? A licensed garage kit in their likeness, of course. This kit, "*Babylon Beauty*", was sculpted by Joe Laudati and comes in 14 pieces.

We haven't had time to build ours yet (deadlines, you know?), but the castings look pretty good to us. The kit pictured was built and painted by David Fisher of Model Mania fame.

This model is available through Monsters in Motion for \$125 plus shipping costs. Check with them for availability and for the rest of their kit line. You can contact them at: **Monsters in Motion, 330 E. Orangethorpe Ave., Unit H, Placentia, CA 92670, Tel: 714/577-8863 Fax: 714/281-3807.** They'll soon be opening a showroom!



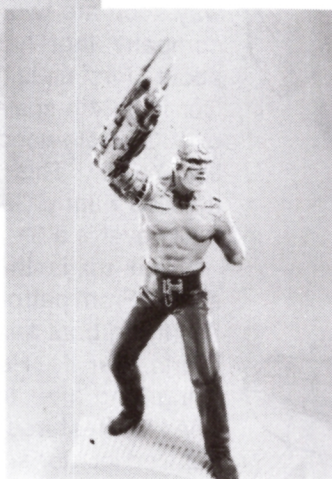
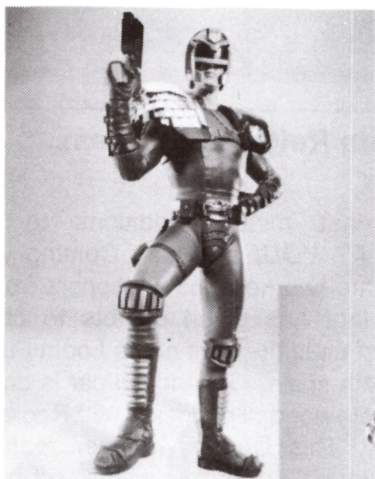
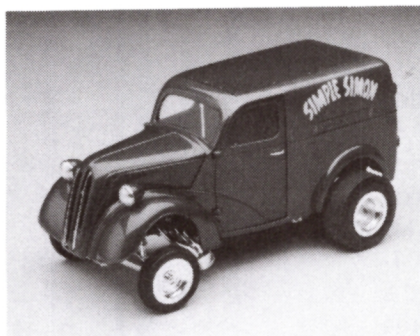
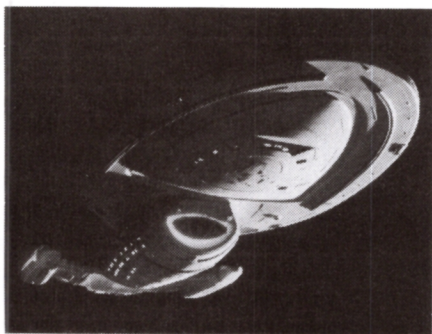
From CELLAR CAST...

You'll recall in our coverage of The Mad Model Party in the last issue, we showed you a picture of one of Cellar Cast's latest kit ventures. Well, here it is again with the details: **Primeval Princess** (licensed - left), consisting of 9 resin pieces, including figure and base. Kit measures 9.75"H X 6.5"L X 7"W

and has a retail price of \$125.00. The second kit, is their new **Deformed Punisher #03P**, consisting of 4 resin pieces, including figure and base. Measures 4" H, with a retail price of \$25.00. Both kits were sculpted by Cellar Cast's own Steve West, whom you will remember also from last issue has done a number of kits for **Death, Inc.** Both kits are available now. Cellar Cast has a large line of figure kits, deformed kits and bases. **Cellar Cast, 9621 - 54th Ave S., Seattle, WA 98118 Tel: 206/723-6801.** Tell 'em where you heard about it.

Revell-Monogram is pumping out some great stuff for the modeler in you! As we stated in our last issue, a brand new vinyl figure kit of Batman, the Dark Knight will soon be forthcoming, done in Val Kilmer's likeness. Along with these soon be available: **Robin** (Yeah!), based on the **Batman Forever™** movie (pictures unavailable at press time). This will be the first time since 60's - early 70's, that any major modeling company will be issuing an all-new Robin kit, let alone the Two-Face and Riddler kits, which have never been released as licensed kits prior to this. We're 100% excited about this news and we know that you Bat-

Available now is the brand new Star Trek U.S.S. Voyager. Finished size for this pictured kit is 18". Without saying, this is a must for any serious "trekkie." Skill Level: 2. Also available is the new Thames Panel Truck Dragster in 1:25 scale. Beyond this, for you ship builders is the new U.S.S. Fletcher Destroyer in 1:350 scale, which came out this past August. This is a Revell re-issue and includes all of the post-WWII modifications. Our last kit we're mentioning, which came out this past July is the Bill Elliot's SnapTite McDonald's Thunderbat T-Bird Stock Car, in 1:32 scale. Check with your local hobby store for these and other Revell-Monogram products.



"This summer travel into the future, to a world of the law and the lawless."

Did you get a chance to see the new Judge Dredd movie yet? Well, as we mentioned last issue, two new Dredd-related kits of Stallone as **Judge Dredd** and **The Mean Machine** are on their way to you, but as you no doubt figured out, the pictures we published in our last issue were the pictures of the actual actors, not the kits. We hadn't yet received the actual pictures of the kits, but we have them now and here's how they look. Seems like the likenesses match up and the half-circle bases can go together to create a diorama of sorts. Again, both kits are produced in plastic and are 1:9 in scale.

MRC is planning on the **possible** release of two additional kits to be produced (in vinyl): The **ABC War Robot** and Dredd's **Lawmaster Cycle**. Again, these may come on the heels of these first two only if the first two sell well. Of course, we'll keep you posted. In the meantime, look for Judge Dredd and The Mean Machine.

Citizens Beware...
DREDD
is Here...



From **Graf-Fiti Creations** comes this new **Gravepopper Ghoul**, #NS100 retailing for \$28.95. This kit is 170mm scale resin and is the first in a trio of vignettes that they refer to as **Resurrection Cemetery**. A unique feature of these kits is that they are designed to be either displayed alone or combined to form a large cemetery scene depicting a story.

The companion pieces, *Bones to Pick* and *Fallen Angel of Resurrection Cemetery* are due soon. These kits are limited editions of only 100 castings each, so if they sound at all interesting to you, you'll want to scarf them up before they're all gone.

Graf-fiti hasn't relegated itself to one particular genre. They've got a number of historical kits, based on Wild Bill Hickok, Custer's Last Stand, Martian War Machine and Wyatt Earp, to name a few. Check them out at: **Graf-Fiti Creations, 2300 Fairview, #N101, Costa Mesa, CA 92626 Tel: 714/751-8620**

Life is a Drag! with Liquid Lenny.

Dave Cohen has done it again with his second installment of the type of goof-ball kits that we got a kick out of when we were kids. Now we build and paint better!

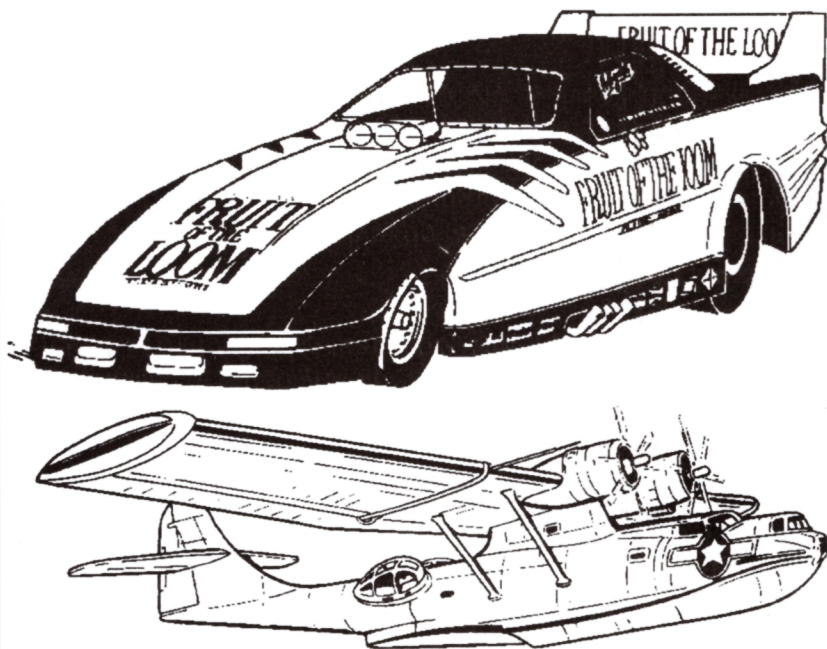
Here are the facts: 21 pieces, includes base and fuel line, cast in white resin, 10.5" long and 6" high; head, arms and hands can be rotated in sockets to any position desired. For \$120, you get the entire kit, PLUS Lenny's "Life is a Drag" full color T-shirt; \$115 for the kit only or \$17 for just the shirt. U.S. shipping is included in the above prices AND you get a box with color art. What the heck...can't beat it. Check it out with: **Dave Cohen, 8513 Riggs, Shawnee Mission, KS 66212 Tel: 913/648-7506**



From Revell-Monogram...

Some last minute additions to our **COMING AT YOU!** section. Coming your way soon are two new show stoppers from a company that has given us lots to cheer about. First up is the **Fruit of the Loom Funny Car** in 1:24th scale. The actual car is driven by K.C. "Hollywood" Spurlock, 1990 Rookie of the Year. This Dodge Avenger features detailed Funny Car chassis with lift-off body. Skill Level is a 3.

Next up is the **PBY-5 Catalina** in 1:48 scale. From patrol missions to bombing raids, this flying boat served many purposes during World War II. Hundreds of them remained flying long after the war, all over the world. The kit features beaching gear, bombs, detailed interior and has a skill level of 2.



I am born of anguish and driven by vengeance. I am a conqueror, feared by those I hunt and outcast by those I strive to protect. I am a man whose quest is of persecution, my boots wear thin from a thousand miles walked in this tireless pursuit. For this I have all I need, faith in God and cold steel I seek those that hide in darkness and cloak themselves with man's ignorance. They have many names, but bound into one they are called Vampyres. Their needs and lusts are sated with innocent blood, mine will be drowned in their dying screams of agony. I have come to know their ways, how they speak, how they travel, and where they hide, but what I know most is how they die! To this end I have sworn the balance of my life.

I am Roman Thorne, VAMPYRE HUNTER



002 VAMPYRE HUNTER: An original piece sculpted by THOMAS KUNTZ. Includes 11 highly detailed resin parts, 6 white metal pieces, glass buttons, wooden stakes, and a 5 piece crypt stairway base. Also includes instructions for building and painting, as well as comic art. Approx. 16.5 in tall on base. **KIT PRICE: \$ 169.99**

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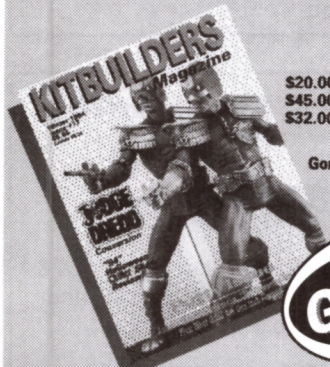
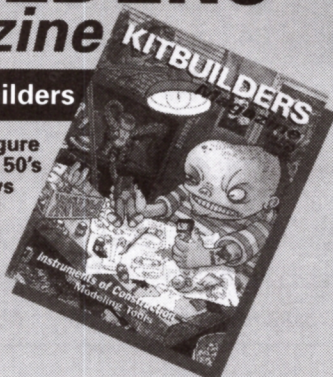
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- Customizing Lunar Models' Time Machine
- Profile: Sculptor Jonathan Paine
- Sideshow's Bernie Wrightson's Frankenstein
- To Base or Not to Base...Point/Counterpoint
- Creating Instructions for your Garage Kit
- Kits based on the Outer Limits T.V. series
- Profile: Streamline Pictures 3D Models
- Beyond the Bare Bones:
~Scratchbuilding bases for your kits
- In the Arena
- Men in Uniform
- Sci-Fi Zone:
~Micro-Detailing your AMT Star Wars Star Destroyer
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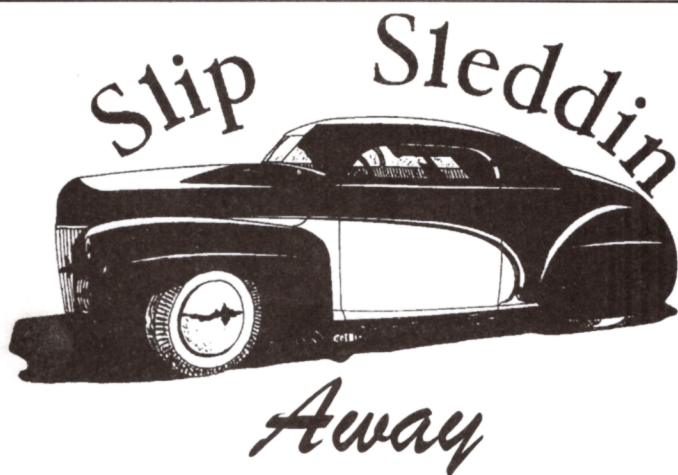


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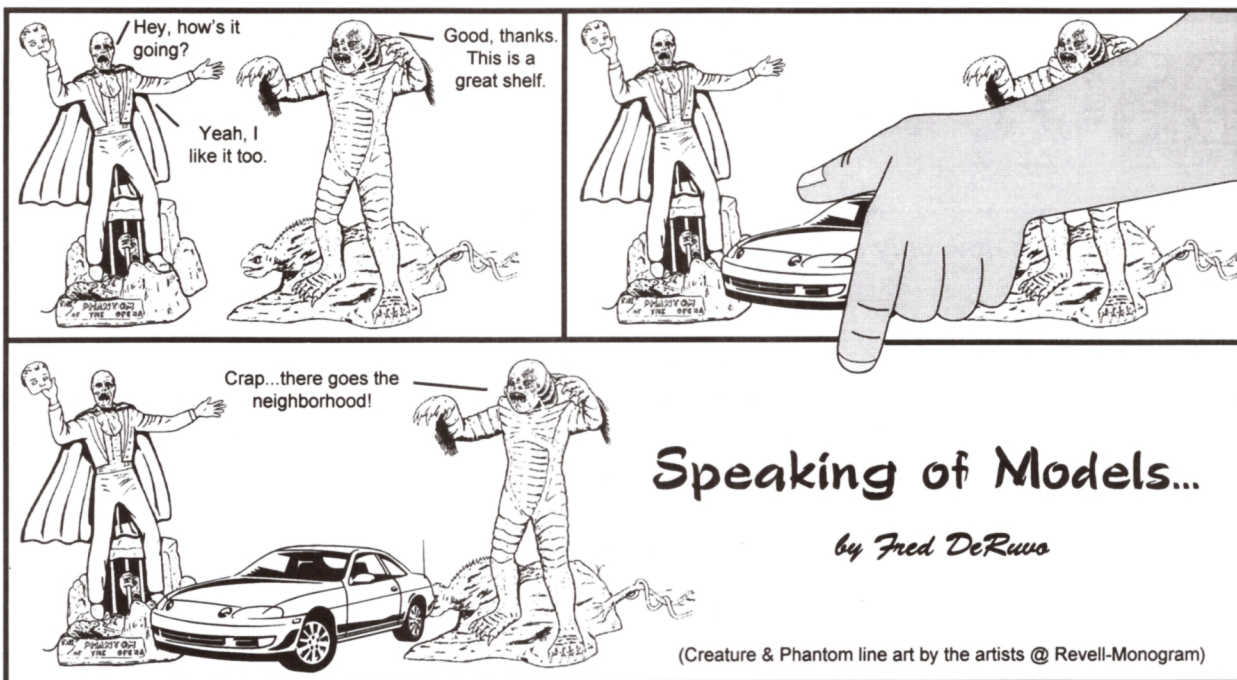
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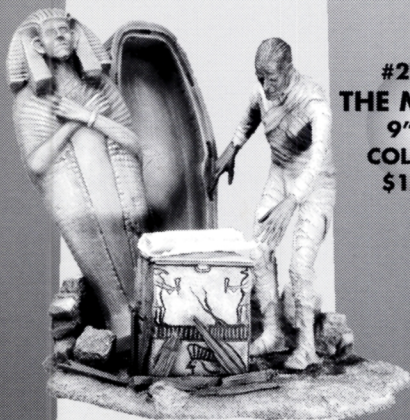


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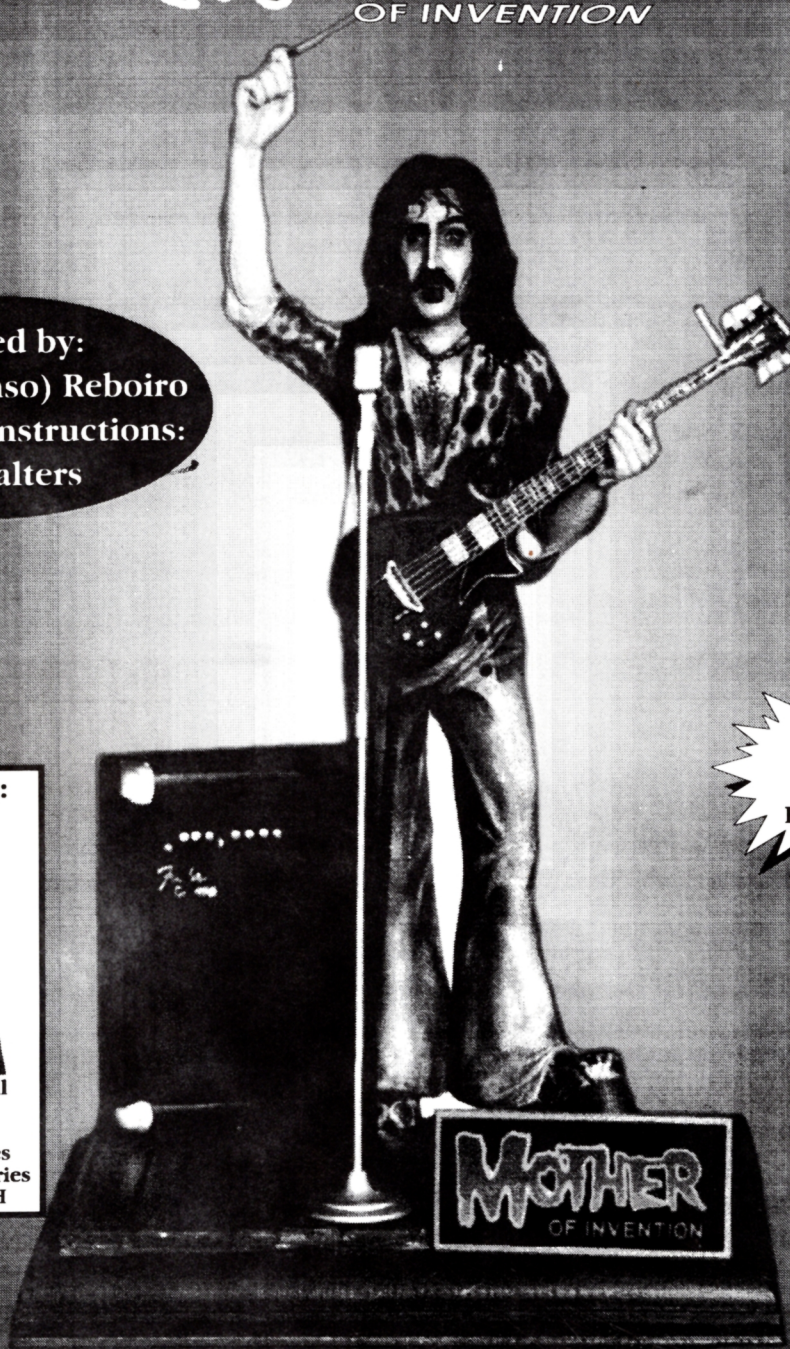
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